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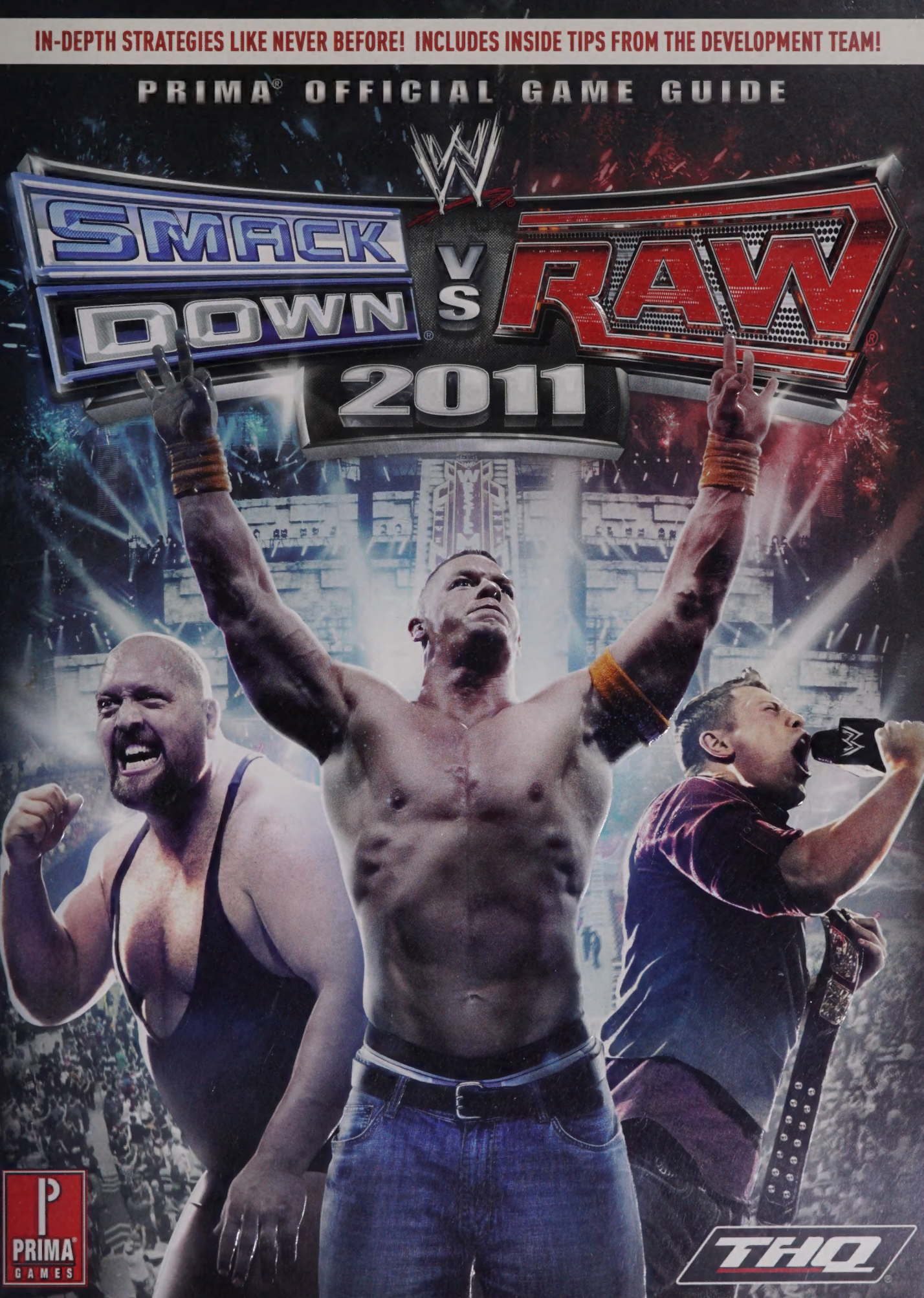
PRIMA® OFFICIAL GAME GUIDE

WWE SMACKDOWN® VS RAW® 2011



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PRIMA Official Game Guide

Written by **Bryan Dawson**

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Senior Product Manager: Mario De Govia

Design & Layout: Rick Wong, José J. Ramírez

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Bryan Dawson has been writing about games for well over a decade. He has written for AOL, IGN, Business Week, and many other notable publications. He's also been a competitive gamer for quite some time. Focusing his skills on fighting games, Bryan has been a well-known name within the fighting game community for many years. In addition to writing guides for Prima, Bryan is Editor in Chief of The Temple Arcade and helps run the annual DEVASTATION gaming tournament and event. Bryan has written over 20 strategy guides, many in the fighting genre.

We want to hear from you!
E-mail comments and feedback to bdawson@primagames.com

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HOW TO USE THIS GUIDE

CONGRATULATIONS!

You hold in your hand the next step in strategy guides for the *WWE SmackDown vs. Raw* video game franchise. For the first time, you'll be able to go deep behind the scenes of the game's development. This guide reveals hardcore information that will improve your play and up your chances to triumph against all comers.

Within these pages you'll find a breakdown of **Reversal Timing**, perhaps the most important tool in the *WWE SmackDown vs. Raw* game, dissected to teach you how to turn the tables on your opponents.

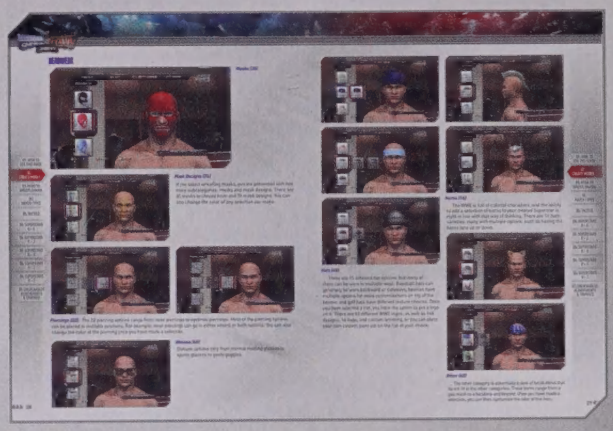
Momentum Formulas will reveal how momentum is gained. The faster you build up momentum, the more easily you can pin opponents and pull off spectacular signature and finisher moves.

Damage Tables are included so you understand exactly what kind of strength every attack has. Including damage statistics for object attacks to help you decide what the best tool is for the job.

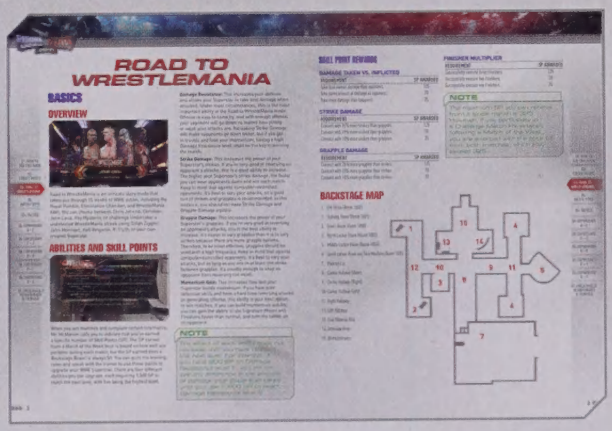
You'll also find everything you expect from the *WWE SmackDown vs. Raw 2011* game guide. Complete information on how to unlock everything in the game, from Superstars to arenas. All abilities, finishers, and signature moves for every Superstar and Diva. Plus, an expert breakdown on how to use each Superstar and Diva to their fullest potential. Coverage of the create system that allows you to build a custom version of almost every aspect of the game. Plus you'll find a total walkthrough of the *Road to Wrestlemania* mode that includes every side story and alternate timeline. This guide is here to ensure that you have everything you need to know to advance your skills from average to excellent, to become a hardcore, tournament-level player.

SPOILER

Throughout the guide, and primarily in the "*Road to WrestleMania*" chapter, some text may be marked with a spoiler warning. These warnings indicate that the text inside may contain information that spoils the story. For example, this may be information that is currently unknown to the player, but will become known later on in the game, such as the appearance of a WWE Legend. If you do not want the story to be spoiled, avoid reading any text marked as a spoiler.



Chapter 2: *Create Modes* covers all of the game's Create Modes in detail. Here you can find screenshots of all Create-a-Superstar options, plus complete lists of all custom options in each of the five Create Modes. You can create without even being near the game, then come home and easily make the Superstar or storyline that you've been thinking about.



Chapter 3: *Road to WrestleMania* provides a detailed walkthrough of all five storylines as you make your way to *WrestleMania XXVI*. This includes all Challenge Matches for each story line, as well as multiple timelines to ensure that you can play through the mode completely and unlock all of the hidden content.

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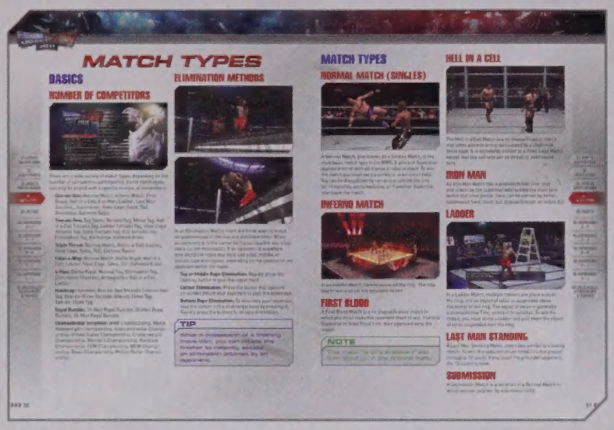
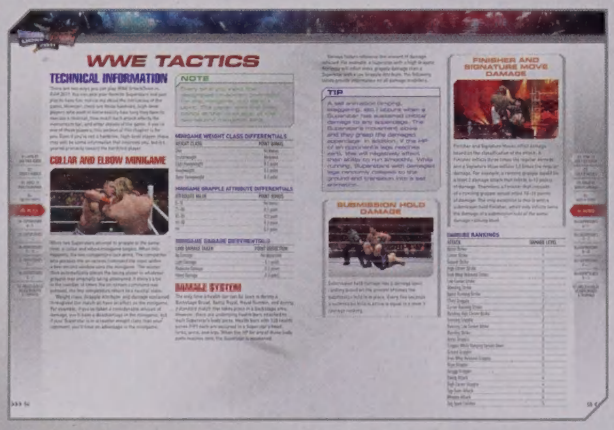
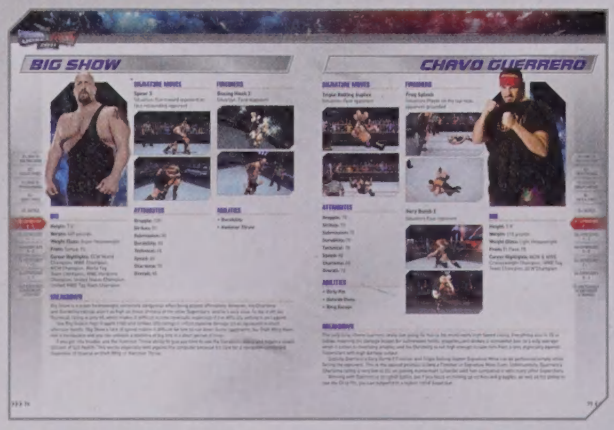


Chapter 4: *Match Types* covers all of the various match types that you can play. If you need to know how to win a Tables, Ladders, & Chairs Match, this is the chapter to go to. This chapter also features vital tips on how to win against the computer and human opponents.



Chapter 5: *Advanced Gameplay Strategies* explains all the general abilities and attacks that many of the Superstars and Divas share, as well as advanced tactics and information that's generally reserved for the hardcore, tournament-level players. Detailed information on the most intricate aspects of the gameplay engine are found exclusively in this chapter.



Chapter 6: *WWE Superstars* covers all of the Superstars and Divas featured in *WWE SmackDown vs. Raw 2011*. All Signature Moves and Finishers are included, as well as biographies, in-game statistics, and strategies to help you beat your friends. If you need a quick look at each WWE Superstar, Diva, and Legend, this is the chapter for you.

Chapter 7: *Unlockables* details all of the unlockable content included in *WWE SmackDown vs. Raw 2011*. Roughly half of the Superstars are available from the start. This chapter covers how to unlock 23 additional Superstars, Divas, Legends, alternate outfits, and managers.

Achievements and Trophies covers all the Xbox 360 Achievements and PlayStation 3 Trophies you can collect as you play through the game. Gamer points and specific Trophy types are also included.

CREATE MODES

One of the main draws of *WWE SmackDown vs. Raw 2011* is the vast array of options available in the various Create Modes. You can create a WWE Superstar or Diva, then create his or her Finishers and Signature Moves, entrance, and move sets. You can also create a full story arc spanning every show in the WWE universe and input any of the unlocked Superstars, Divas, and Legends or your created Superstar.

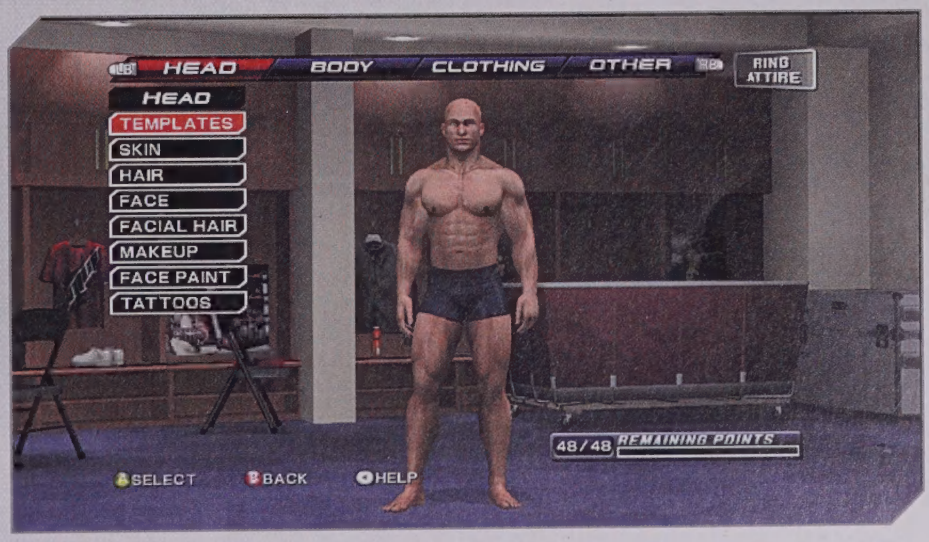
CREATE A WWE SUPERSTAR

When you first enter the Create-a-Superstar mode, you can choose head, body, clothing, or other. Each category has a multitude of options that allow you to further customize your Superstar. For many of the options, once you have made your selection, you can then change the color of your selection using an intricate color palette.

HEAD

The head category gives you eight different subcategories for customizing your Superstar:

- Templates (12/9)
- Skin
- Hair
- Face
- Facial Hair
- Makeup
- Face Paint
- Tattoos



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TEMPLATES

When you select the templates option, you must first choose between Superstar and Diva templates. These templates are facial options that provide different faces for your Superstar. There are 12 Superstar templates available and nine Diva selections.

Color Palette

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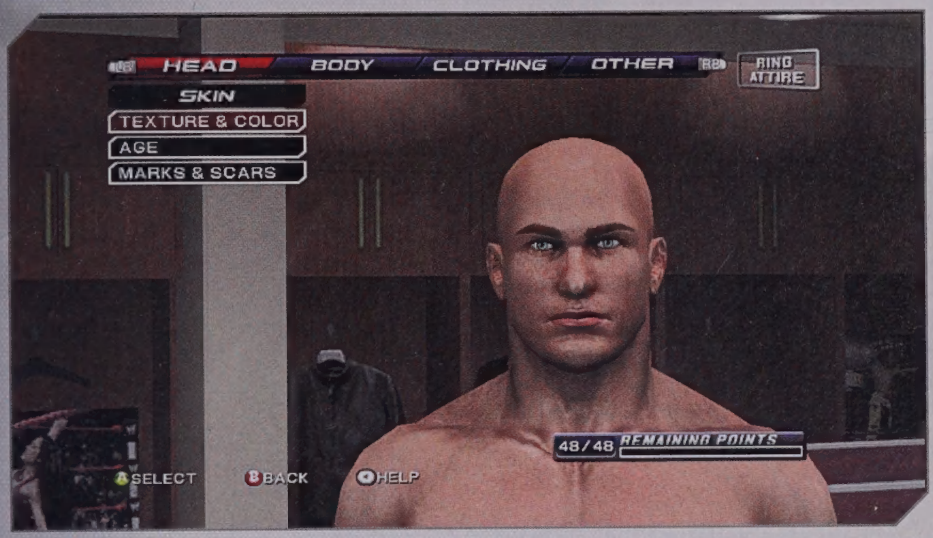
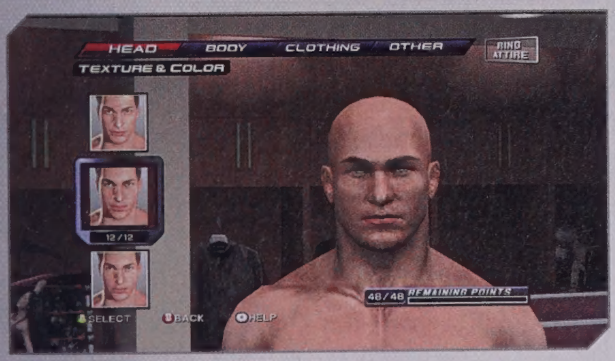
SKIN



- Texture & Color (12)
- Age (0–100)
- Marks & Scars (20)



Texture & Color

Under the skin category you can select settings for texture and color, age, and marks and scars. The texture and color setting essentially allows you to select the skin tone of your Superstar. There are 12 options to choose from. When you have decided on a texture, you can then customize the skin tone and even determine how shiny your Superstar should be.

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Age 0

Age 100

From here, move on to age, which allows you to change the look of your Superstar, from age 0 up to age 100. The older the age you select, the more wrinkled and aged your Superstar looks.

Marks

Scars

Decide on your Superstar's age, then move to marks and scars. Here you have 20 options that vary your Superstar's facial markings and scars. Many of the options here include multiple alternatives. Many of the marks offer different placement options, and the scars settings allow you to create an open, blood-red scar or a healed scar that shows its age. You can also adjust the color of the scar or marking to look almost like body paint.

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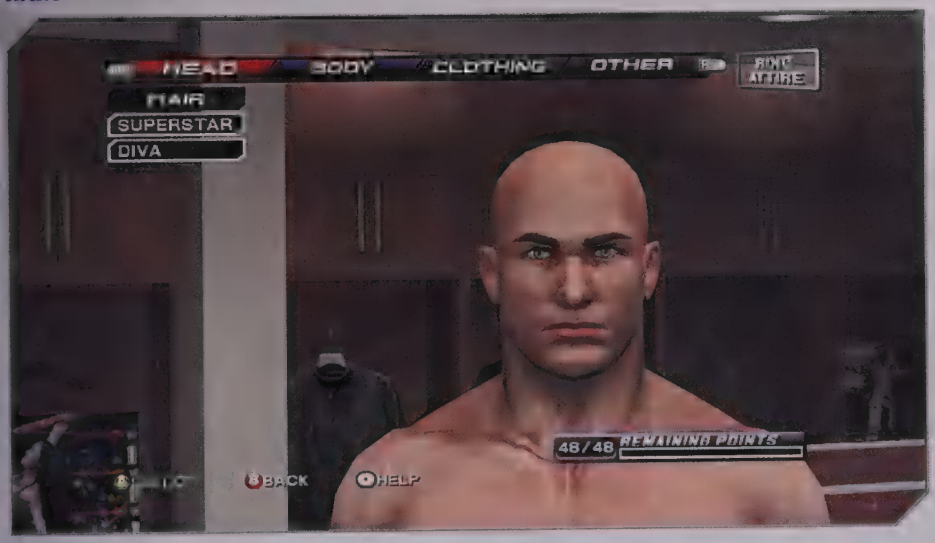
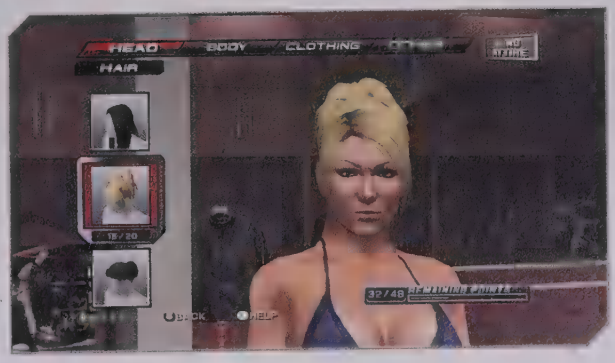
HAIR



- Superstar (77)
- Diva (20)

Superstar



Diva

Whether you are customizing a Superstar or a Diva, when it comes to hair options you can use Superstar hair or Diva hair. This gives you a large selection of hair styles and enables you to create a wide variety of looks. There are 77 Superstar hairstyles and 20 Diva hairstyles. Once you have determined which hairstyle you want to go with, you can use the color palette to change the color of the hairstyle and even adjust the length of your Superstar's hair.

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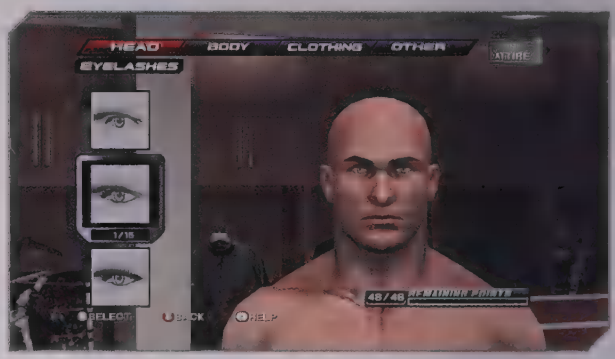
FACE

- Eyes
- Teeth (14)
- Shape



Eye Types (10)

Eyelashes (15)

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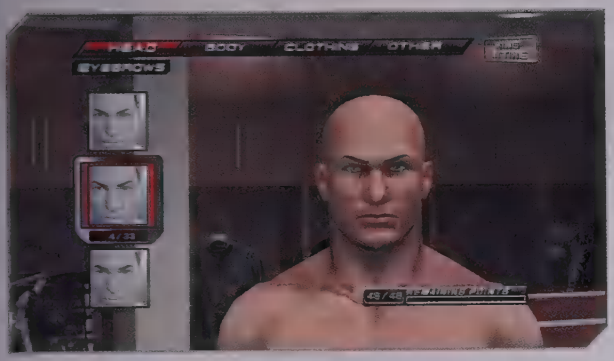


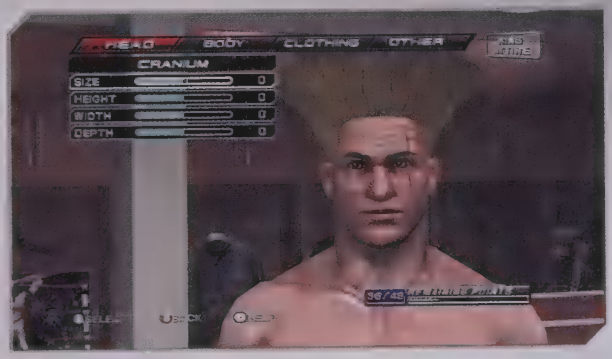
Eyebrows (33)

The face option gives you selections for eyes, teeth, and shape, each with its own subcategories. For eyes, you can choose the type, eyelashes, and eyebrows. There are 10 different types, and you can select the position of the pupil for each. There are also 15 different options for eyelashes and 33 options for eyebrows. Once you have made each selection, the color palette appears so you can change the color.

Teeth

When you move on to the teeth category, you are presented with 14 options. This allows you to determine how well your Superstar has kept up with dental hygiene.

Shape Subcategories



Adjust Multiple Features

Under the shape category, you can select head, cranium, eyebrows, eyes, nose, cheeks, mouth, jaw, and ears. You can adjust multiple features of each subcategory, such as size, height, width, thickness, angle, and depth.

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FACIAL HAIR

- Combinations (25)
- Sideburns (16)
- Mustache (15)
- Goatee (23)

Combinations

Sideburns

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Mustache

Goatee

There are several subcategories under the facial hair option: combinations, sideburns, mustache, and goatee. There are 25 combinations, 16 sideburns, 15 mustaches, and 23 goatees to choose from. After choosing an option, you can then determine the color of your selection.

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MAKEUP

- Eye Makeup (21)
- Lipstick (17)

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Eye Makeup

Lipstick

The two subcategories under makeup are eye makeup and lipstick. While in most cases this section is reserved for Divas, there are many WWE Superstars who use some form of makeup. There are 21 options for eye makeup, many with additional options that determine the amount of makeup that is applied. In addition, there are 17 choices for lipstick.

FACE PAINT

There are no subcategories for the various face paint options. Instead, you are given a hefty assortment of 82 face paint variations to choose from.

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TATTOOS

- Designs (144)
- Lettering
- Paint Tool Data

Designs

Lettering

Tattoos are a big part of WWE, and *WWE SmackDown vs. Raw 2011* is no exception. The tattoos category is broken up into three subcategories: designs, lettering, and paint tool data. There are 144 designs, each of which can be moved around on the face and even rotated or adjusted for size. You can also use the color palette to make each tattoo the exact color you're looking for. If you're not happy with any of the design options, use the lettering and paint tool data categories to make your own tattoos.

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BODY

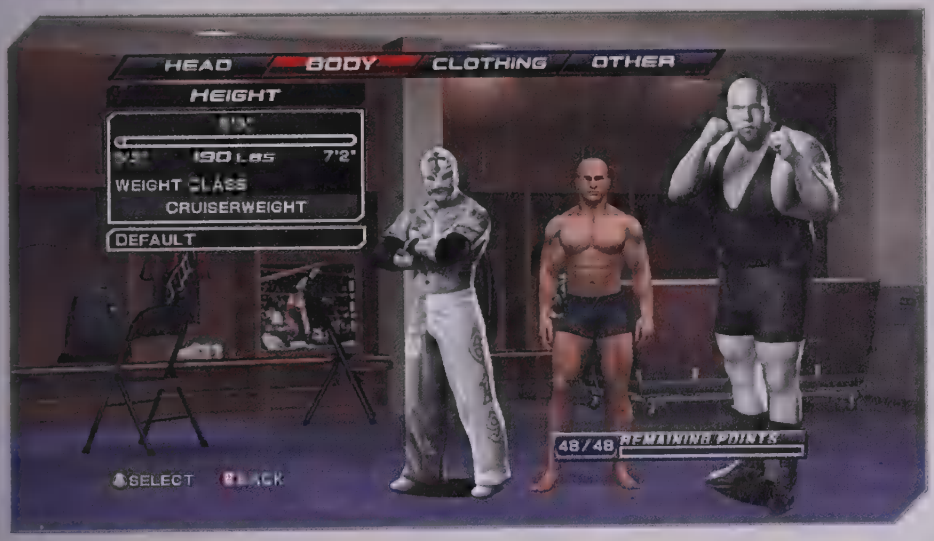
The body category has options very similar to those of the head category. You can customize the height, size, shape, amount of body hair, scars, and tattoos on your created Superstar.

- Height
- Size (11)
- Shape
- Body Hair
- Scars (9)
- Tattoos

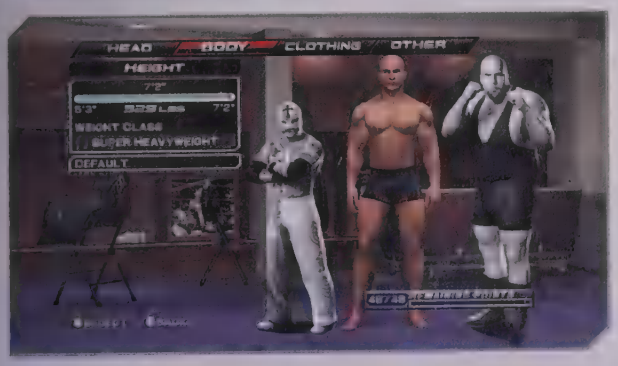
HEIGHT AND WEIGHT

Height: 5'3"–7'2"

Weight: 190–329 lb.



5'3"



7'2"

You cannot directly change your Superstar's weight. As you adjust the height, the weight automatically adjusts with it. If height is set at 5'3", the weight is automatically 190 pounds. If the height is set at 7'2", the weight is 329 pounds. The weight class of the Superstar also adjusts automatically as the weight changes.

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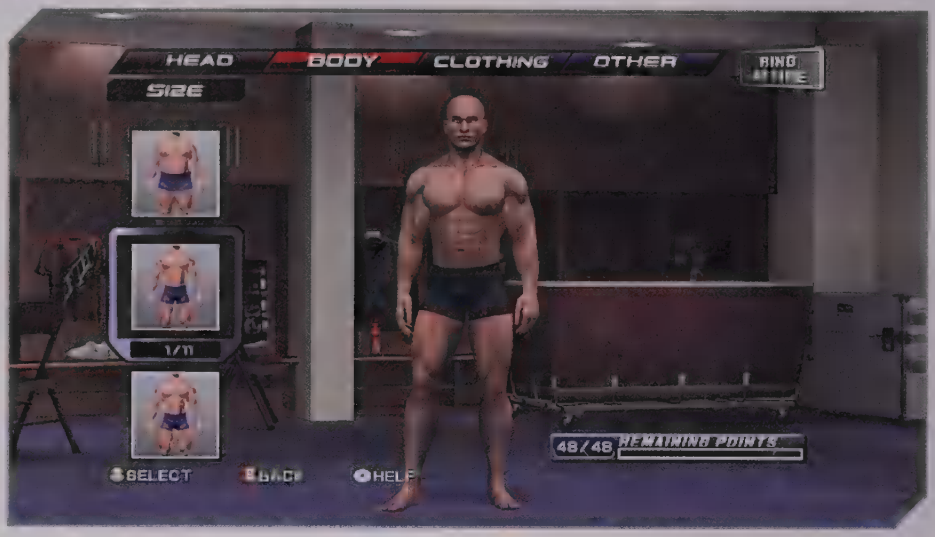
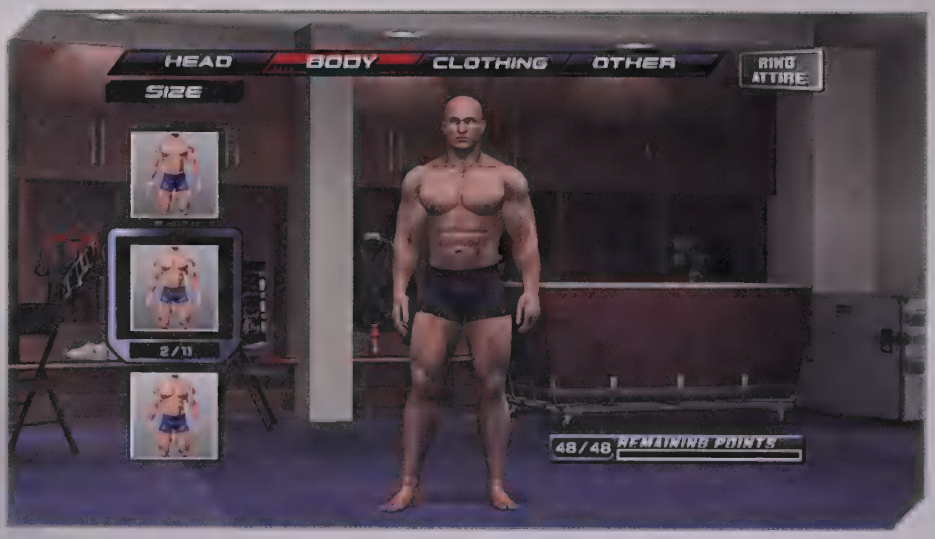
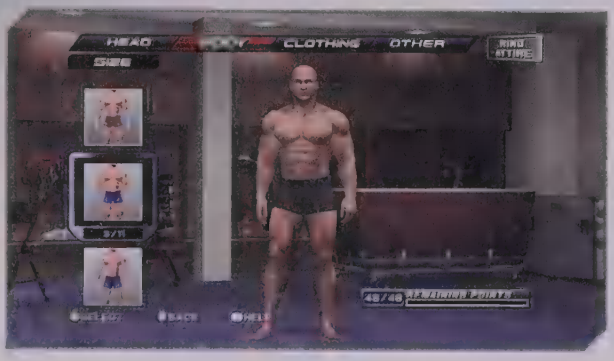
SIZE







The size category allows you to adjust the size of your created Superstar's body. You can have a muscular Superstar or one who is slightly overweight; the choice is yours. There are 11 body sizes to choose from.

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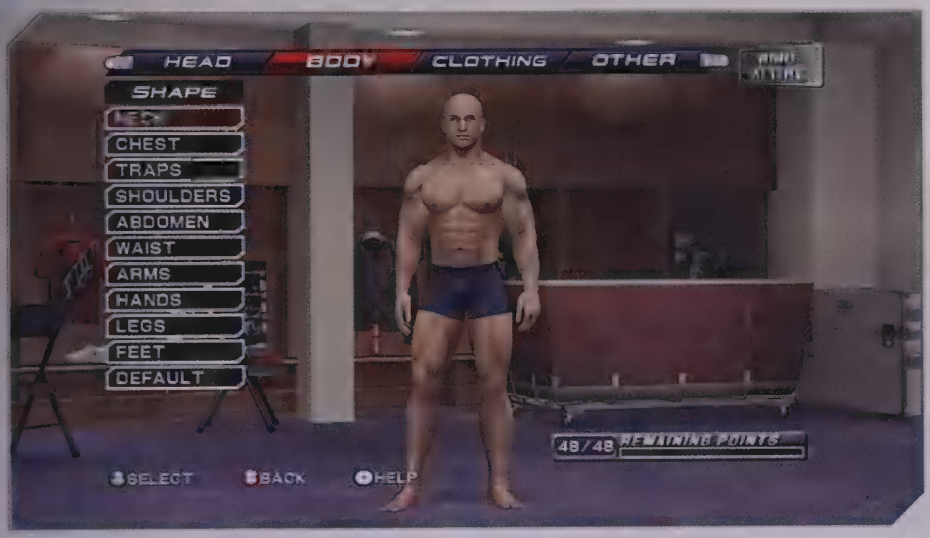
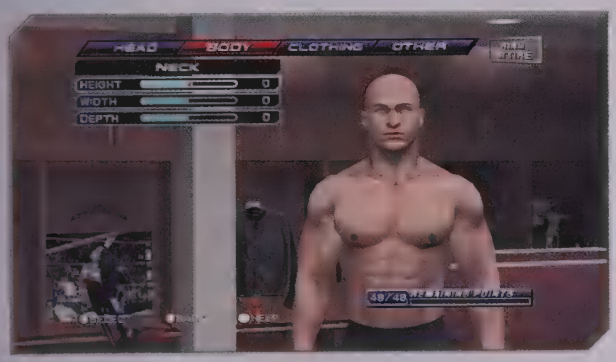
SHAPE





Neck

Abdomen

Chest

Legs

Under the shape category, you can adjust the neck, chest, traps, shoulders, abdomen, waist, arms, hands, legs, and feet. You can adjust multiple features of each subcategory, such as length, height, width, angle, and depth.

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BODY HAIR

- Torso (6)
- Back (4)
- Arms (4)
- Legs (6)

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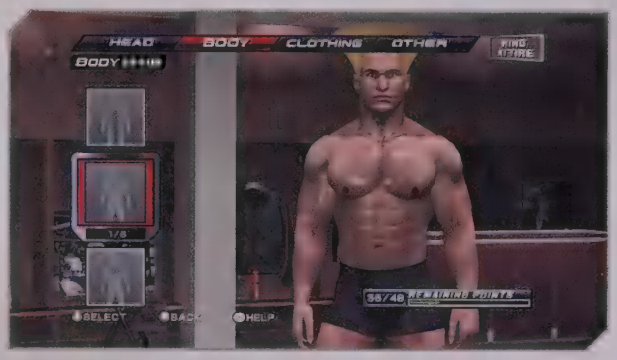
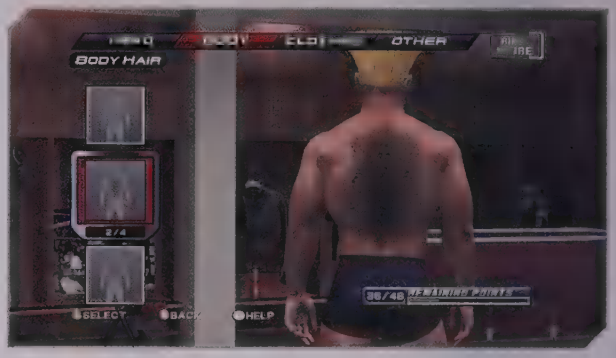
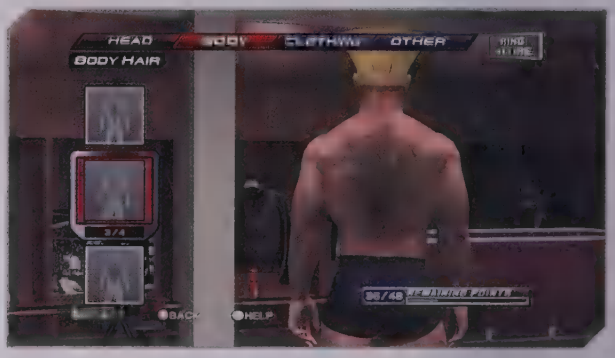
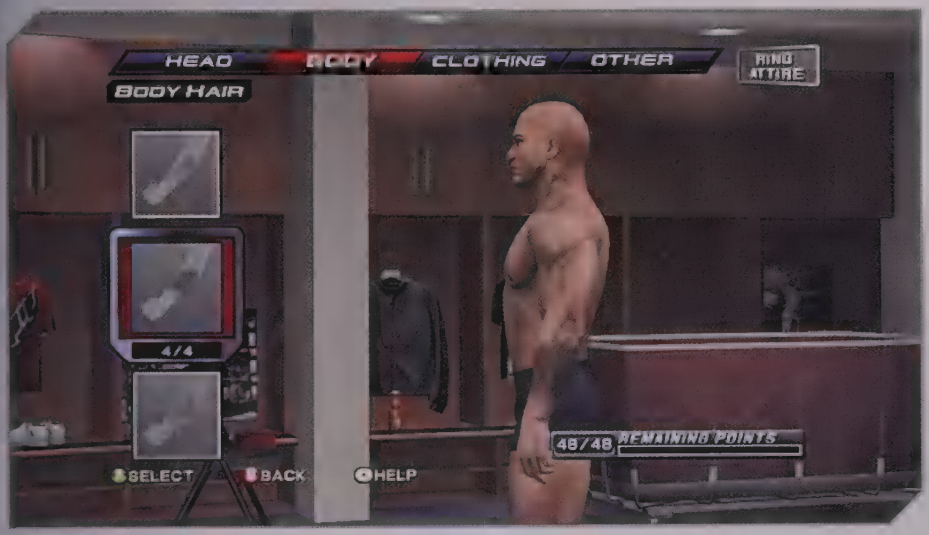


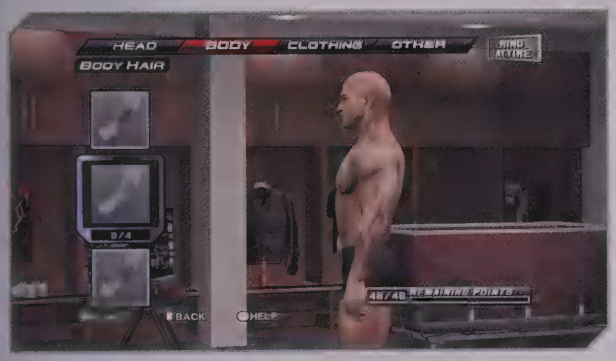


Torso



Back





Arms

Legs

There are several subcategories under the body hair option: torso, back, arms and legs. There are six torso options, four backs, four arms, and six legs to choose from. After choosing an option, you can then determine the color of your selection.

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SCARS

There are nine body scars to choose from under the scar category. Many of the scars have two versions, one for a fresh scar that is still red with blood, and another for an old scar that has long since healed.

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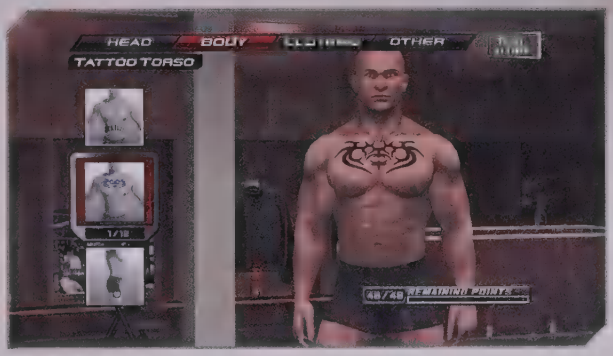
TATTOOS

NOTE

Tattoos can be placed on the torso, back, arms, or legs and moved around to get the exact positioning you desire.

- Fixed Designs
- Designs (144)
- Lettering
- Paint Tool Data

In addition to placing tattoos on the face of your created Superstar, you can apply tattoos all over the body. The tattoos category for the body section is broken up into four subcategories: fixed designs, designs, lettering, and paint tool data. The designs are all identical to the options available for your Superstar's facial tattoos, but there are dozens of tattoos to choose from under fixed designs, and all of the tattoos can be moved around on the body and even rotated or adjusted for size. You can also use the color palette to make each tattoo the exact color you're looking for. If you're not happy with any of the design options, use the lettering and paint tool data categories to make your own tattoos.



Torso (12)

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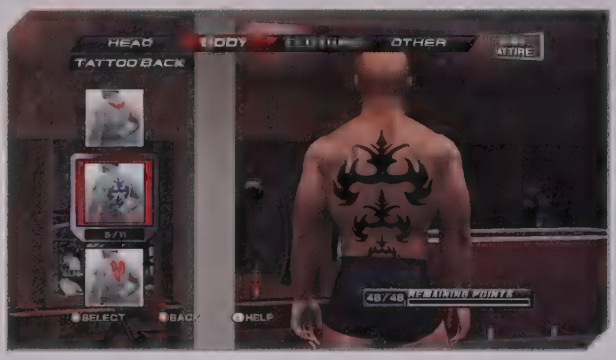
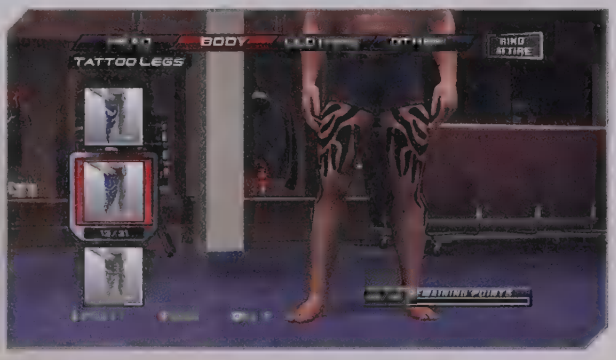


Back (11)

Arms (38)



Legs (31)

The fixed designs subcategory is broken up into torso, back, arms and legs. There are 12 options for the torso, 11 for the back, 38 for the arms, and 31 for the legs. All tattoo options for the arms can be placed on the right arm, left arm, or both arms. Likewise, all leg tattoos can be placed on either leg or both legs.

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CLOTHING

NOTE

In addition to customizing the clothing of your created Superstar, you can use the Superstar Threads mode to customize the clothing of the other Superstars and Divas in the game. In this mode you can edit their attire and the crowd signs seen when they take to the ring.

The clothing category is divided into four subcategories: templates, headwear, upper body, and lower body. This allows you to completely customize how your Superstar is dressed.

- Templates (10)
- Headwear
- Upper Body
- Lower Body

TEMPLATES

There are 10 templates to choose from, each offering a complete outfit for your custom Superstar. If you select one of the templates you do not need to perform any additional clothing customizations.

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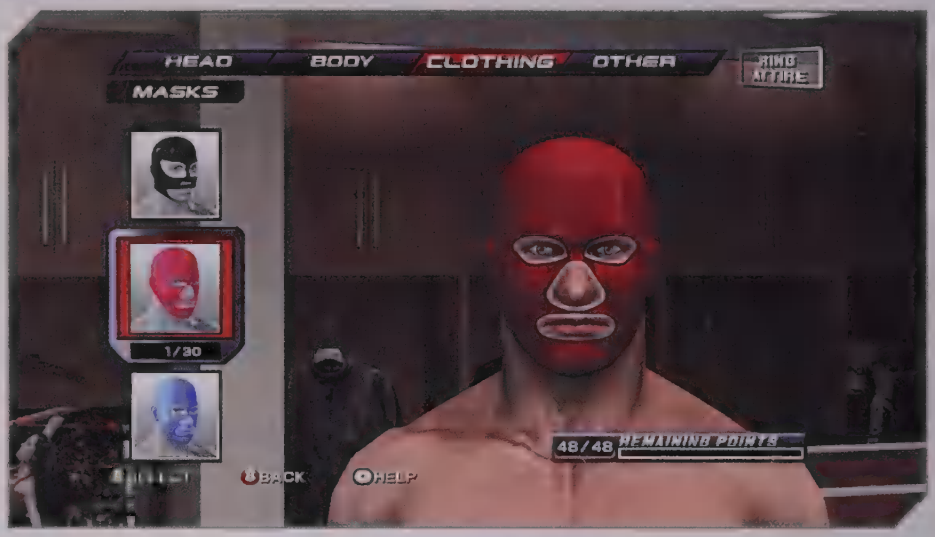
HEADWEAR



Masks (30)

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Mask Designs (74)

If you select wrestling masks, you are presented with two more subcategories: masks and mask designs. There are 30 masks to choose from and 74 mask designs. You can also change the color of any selection you make.

Piercings (22): The 22 piercing options range from nose piercings to eyebrow piercings. Most of the piercing options can be placed in multiple positions. For example, nose piercings can go in either nostril or both nostrils. You can also change the color of the piercing once you have made a selection.

Glasses (40)

Glasses options vary from normal reading glasses to sports glasses to goofy goggles.

Hats (45)

There are 45 different hat options, but many of them can be worn in multiple ways. Baseball hats can generally be worn backward or sideways, beanies have multiple options for extra customizations on top of the beanie, and golf hats have different texture choices. Once you have selected a hat, you have the option to put a logo on it. There are 83 different WWE logos, as well as 144 designs, 14 flags, and custom lettering, or you can place your own custom paint job on the hat of your choice.

Horns (14)

The WWE is full of colorful characters, and the ability to add a selection of horns to your created Superstar is right in line with that way of thinking. There are 14 horn varieties, many with multiple options, such as having the horns face up or down.

Other (45)

The other category is essentially a slew of facial items that do not fit in the other categories. These items range from a gas mask to a bandana and beyond. Once you have made a selection, you can then customize the color of the item.

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UPPER BODY

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Outfits (24)

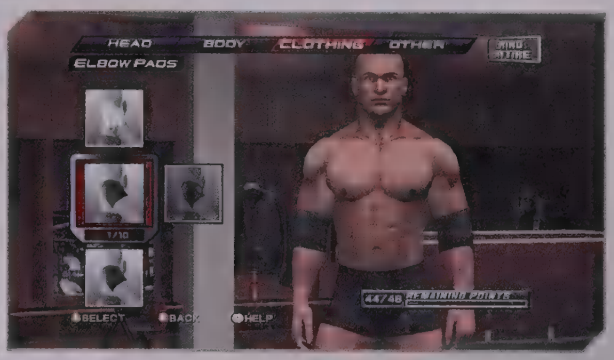
The upper body category consists of several subcategories, including outfits, tops, jackets, body accessories, and arm wear. There are 24 outfits (some with multiple variants), and you can select a color for the outfit or place a logo or one of 13 different patterns on it. The logo options are the same as those made available for the hats—83 different WWE logos, 144 designs, 14 flags, or custom lettering.

Tops (47)

Jackets (39)

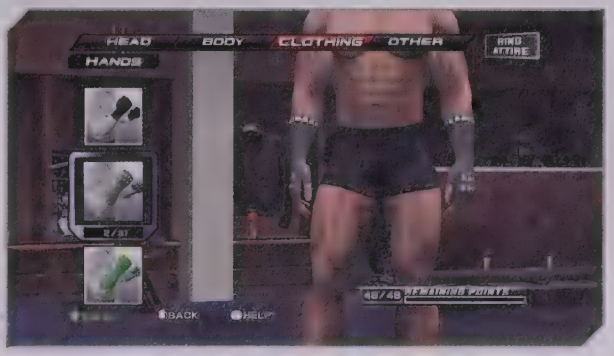
There are 47 different tops, many of which have multiple variants, such as how loosely the top fits or the fabric it's made out of. The 39 jackets also have a similar variety, with some having hood variants. You can choose to wear the jacket open or closed.

Body Accessories (37)



Elbow Pads (10)

Arm & Wrist (28)



Hands (31)

The 37 body accessories consist primarily of jewelry, but also feature ties, suspenders, and other accessories, including nipple piercings. Meanwhile, arm wear is divided into three subcategories: elbow pads, arms and wrists, and hands. There are 10 elbow pads, 28 arm and wrist accessories (watches, wristbands, etc.), and 31 hand accessories, all of which can be worn on one or both arms or hands, and you can change the color or place logos on them.

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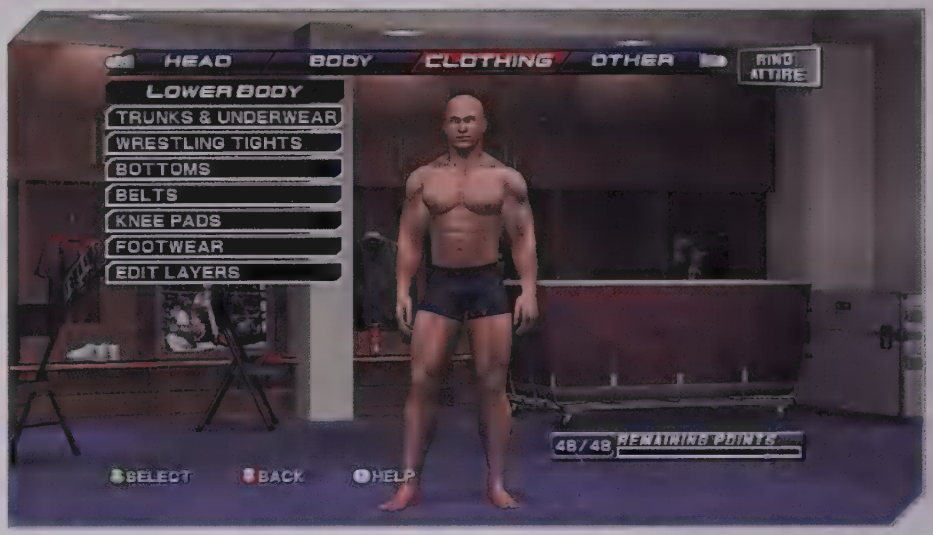
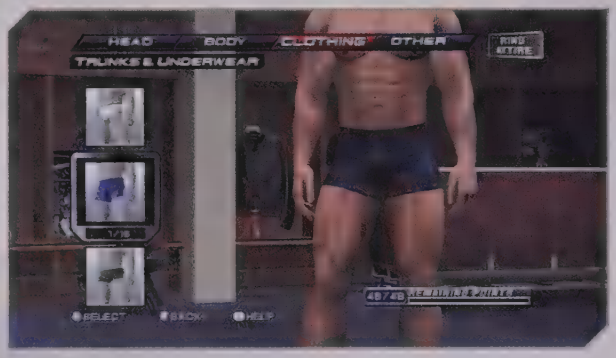
LOWER BODY

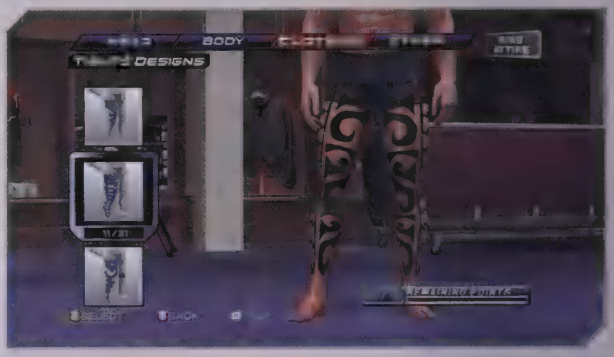


The lower body category is similar to the upper body category in that it features multiple subcategories. Once you select lower body, you must then choose between trunks and underwear, wrestling tights, bottoms, belts, knee pads, and footwear.



There are different trunks and underwear for Superstars and Divas, but either gender can wear all of the various options. You also have the option to replace your current trunks or underwear, or add to what you already have. There are 16 Superstar options but only three Diva options.

Tights (16)



Tights Designs (31)

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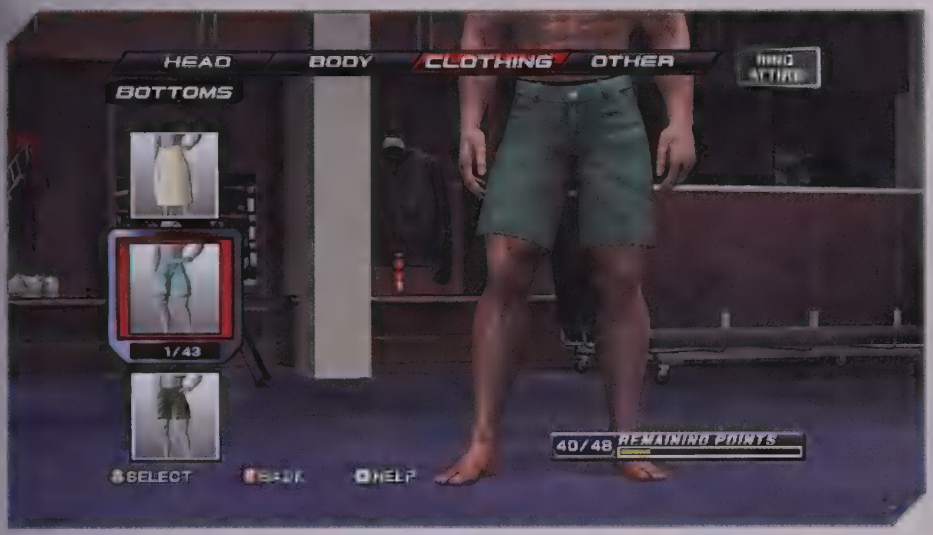
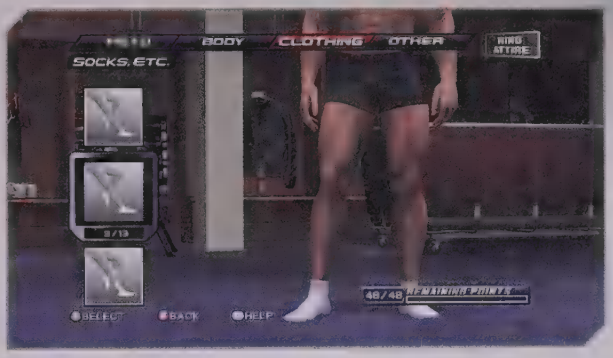


Bottoms (43)

When you select wrestling tights, you must choose between normal tights and tights designs. There are 16 tights options and 31 tights designs. The designs can be placed on either leg or both legs. There are also 43 bottoms selections with variants that determine which pant leg is rolled up and other options.

Belts (28)



Socks, etc. (13)

Knee Pads (14)

Boots & Shoes (44)

You can also choose one of 28 belts, which also includes other accessories such as tails, and 14 knee pad styles that can be placed on one or both knees. When it comes to footwear, you can select socks and similar accessories or boots and shoes. There are 13 sock-like accessories and 44 boots and shoes options.

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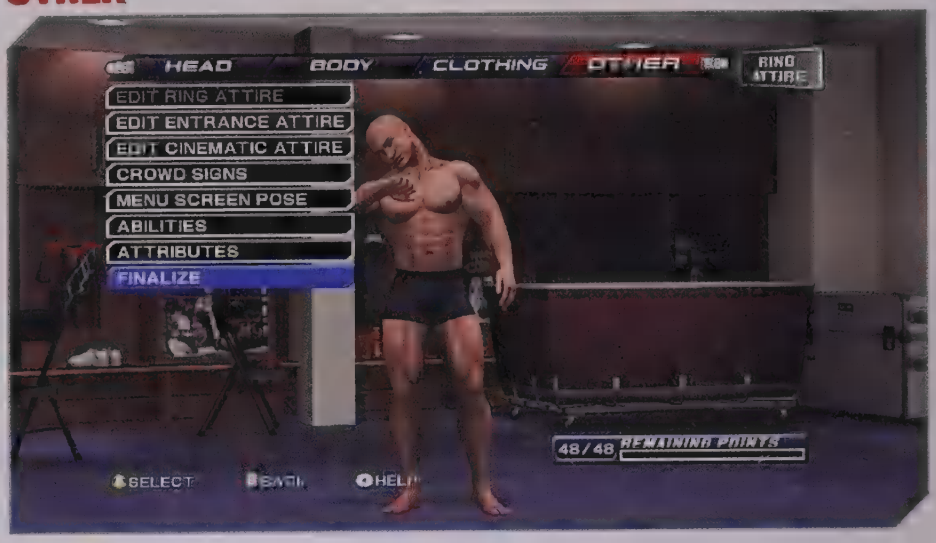
OTHER

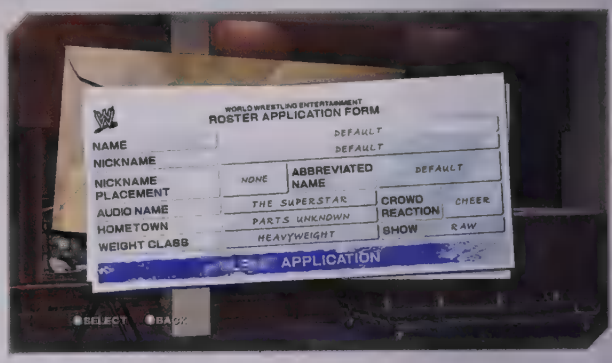


- Ring Attire
- Entrance Attire
- Cinematic Attire
- Crowd Signs
- Menu Screen Pose (18)
- Abilities
- Attributes

Menu Screen Pose

The other section of the Create-a-Superstar mode allows you to edit your Superstar's ring attire, entrance attire, cinematic attire, crowd signs, menu screen pose, abilities, and attributes. This ensures that every facet of your custom Superstar is addressed and taken care of. You will have clothing in all situations, as well as a complete move list.

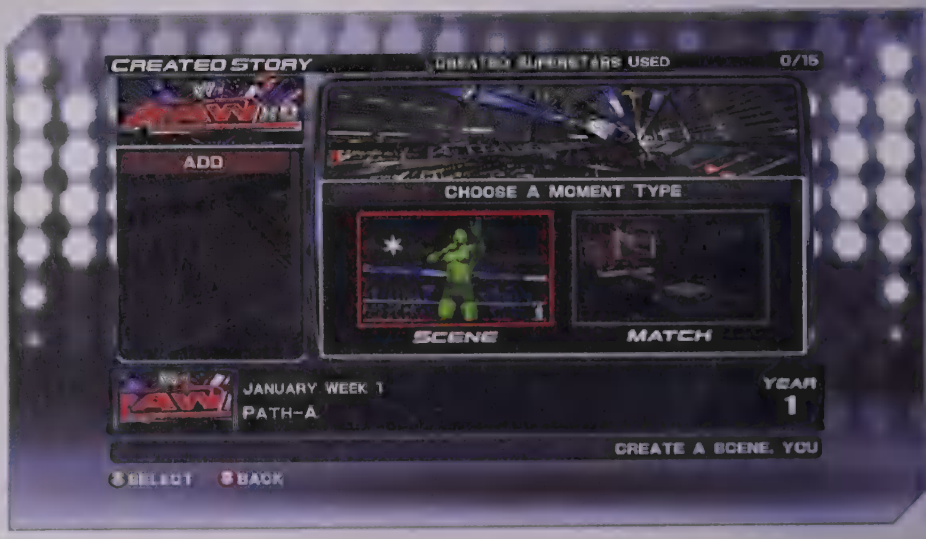
When it comes to your Superstar's various sets of attire, you can copy an existing Superstar's attire and edit from there or simply use an exact copy. You can also do the same for crowd signs.



Once you have finalized your Superstar, you must fill out a roster application form. This includes your Superstar's name, nickname, abbreviated name, audio name, hometown, crowd reaction, and desired WWE show.

STORY DESIGNER

In the Story Designer mode, you are presented with a calendar of the WWE shows (*Raw*, *SmackDown*, *Superstars*, and *Royal Rumble*). The calendar is divided into months, with each month ending in a Pay-Per-View. You can create linear and branching story lines, and even add or subtract from an existing story line.



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From here, you can add shows where you please, then add a moment, which is either a scene you watch or a match that plays out. If you decide to add a match, you can add any match type you desire.

When you add a moment to a show, you select the Superstars or Divas involved, their animations, location, and even a branching story line for them to follow throughout each show. You can use an advanced editor to adjust the subtitles, audio, and other various nuances. There can be up to eight different pages of text in a single scene.

OTHER MODES

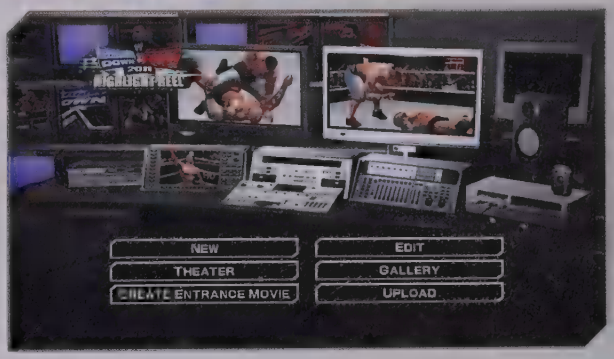
CREATE A FINISHER

When you create a Finisher, you can select from a multitude of animations from existing Finishers in the game in order to create your own unique Finisher, or simply use a pre-existing Finisher for your created Superstar or Diva.

CREATE-AN-ENTRANCE

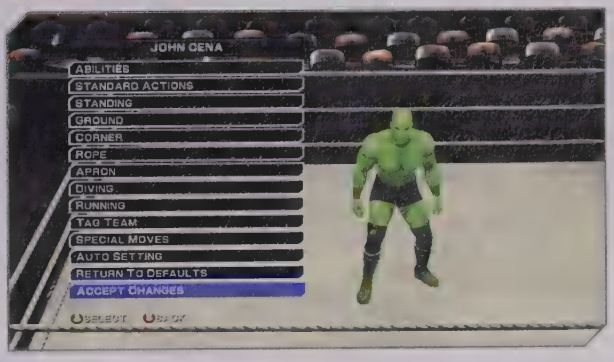
When you create an entrance, you must first select a Superstar, Diva, or team (The Hart Dynasty, etc.), then edit the motion the Superstars and Divas go through on their way to the ring, the movie that plays on the screen behind them, and the music that plays as well.

WWE HIGHLIGHT REEL



The WWE Highlight Reel is essentially a video editor. You can create your own movies and watch them over and over or share them online. You can also take still pictures from your movies.

CREATE A MOVE-SET



When you create a move set, first you must select a Superstar or Diva. Once this is done, you can adjust his or her abilities, standard actions, special moves, and attacks. For attacks you can adjust standing, ground, corner, rope, apron, diving, running, and tag team.

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ROAD TO WRESTLEMANIA

BASICS

OVERVIEW

Road to WrestleMania is an intricate story mode that takes you through 15 weeks of WWE action, including the *Royal Rumble*, *Elimination Chamber*, and *WrestleMania XXVI*. You can choose between Chris Jericho, Christian, John Cena, Rey Mysterio, or challenge Undertaker's undefeated *WrestleMania* streak using Dolph Ziggler, John Morrison, Kofi Kingston, R-Truth, or your own created Superstar.

ABILITIES AND SKILL POINTS

When you win matches and complete certain cinematics, Mr. McMahon calls you to indicate that you've earned a specific number of Skill Points (SP). The SP earned from a Match of the Week bout is based on how well you perform during each match, but the SP earned from a Locker Room Area is always 50. You can go to the training room and speak with the trainer to use those points to upgrade your WWE Superstar. There are four different abilities you can upgrade, each requiring 1,500 SP to reach the next level, with five being the highest level.

Damage Resistance: This increases your defense and allows your Superstar to take less damage when attacked. Under most circumstances, this is the most important ability in the *Road to WrestleMania* mode. Offense is easy to come by, and with enough offense, your opponent will go down no matter how strong or weak your attacks are. Increasing Strike Damage will make opponents go down faster, but if you get in trouble and lose your momentum, having a high Damage Resistance level could be the key to winning the match.

Strike Damage: This increases the power of your Superstar's strikes. If you're very good at reversing an opponent's attacks, this is a good ability to increase. The higher your Superstar's strike damage, the faster you can wear opponents down and win each match. Keep in mind that against computer-controlled opponents, it's best to vary your attacks, so a good mix of strikes and grapples is recommended. In this instance, you should increase Strike Damage and Grapple Damage equally.

Grapple Damage: This increases the power of your Superstar's grapples. If you're very good at reversing an opponent's attacks, this is the best ability to increase. It's easier to vary grapples than it is to vary strikes because there are more grapple options. Therefore, to be most effective, grapples should be used with a high frequency. Keep in mind that against computer-controlled opponents, it's best to vary your attacks, but as long as you mix in at least one strike between grapples, it's usually enough to keep an opponent from reversing too much.

Momentum Gain: This increases how fast your Superstar builds momentum. If you have poor defensive skills and have a hard time reversing attacks or generating offense, this ability is your best option to win matches. If you can build momentum quickly, you can gain the ability to use Signature Moves and Finishers faster than normal, and turn the tables on an opponent.

NOTE

The effect of each ability does not increase until you have reached the next level. For example, if you have 800 SP on Damage Resistance level 1, you will not see any difference in the amount of damage your Superstar takes until you use 1,500 SP to reach Damage Resistance level 2.

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SKILL POINT REWARDS

DAMAGE TAKEN VS. INFLICTED

REQUIREMENT	SP AWARDED
Take less overall damage than opponent.	125
Take same amount of damage as opponent.	70
Take more damage than opponent.	25

STRIKE DAMAGE

REQUIREMENT	SP AWARDED
Connect with 25% more strikes than grapples.	125
Connect with 15% more strikes than grapples.	70
Connect with 10% more strikes than grapples.	25

GRAPPLE DAMAGE

REQUIREMENT	SP AWARDED
Connect with 25% more grapples than strikes.	125
Connect with 15% more grapples than strikes.	70
Connect with 10% more grapples than strikes.	25

FINISHER MULTIPLIER

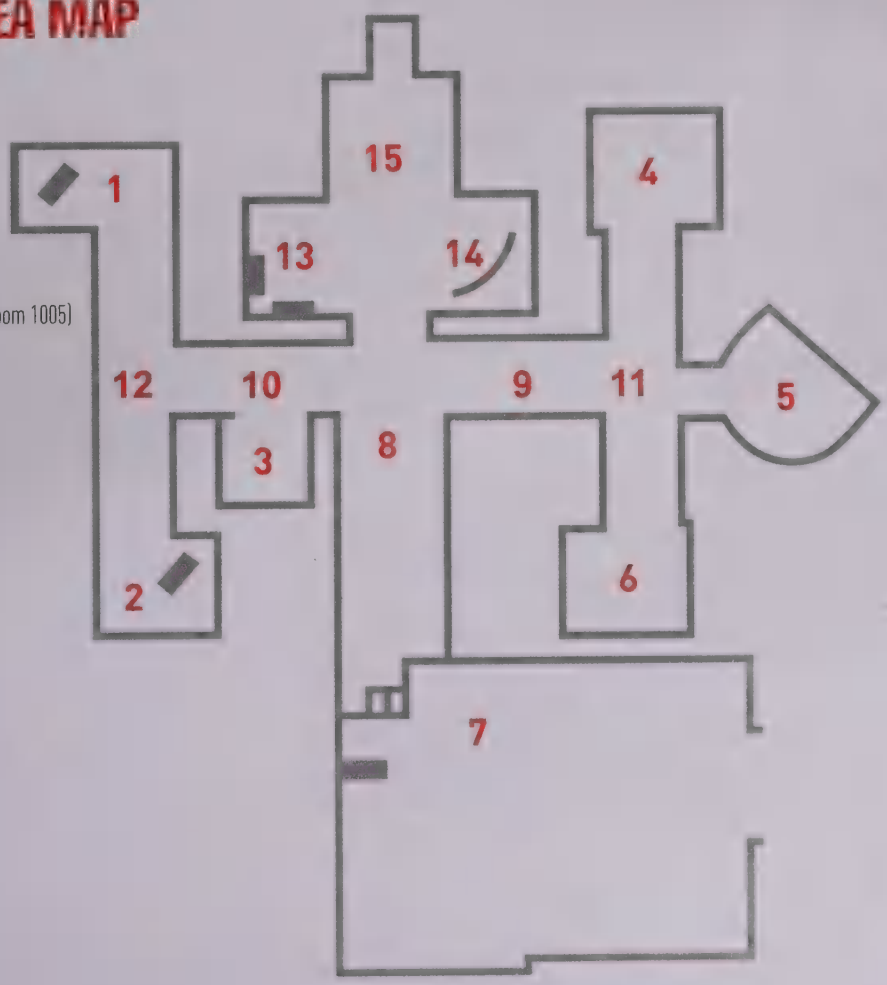
REQUIREMENT	SP AWARDED
Successfully execute three Finishers.	125
Successfully execute two Finishers.	70
Successfully execute one Finishers.	25

NOTE

The maximum SP you can receive from a single match is 325. However, if you participate in a Challenge Match immediately following a Match of the Week, you are awarded with the total SP from both matches, which may exceed 325.

LOCKER ROOM AREA MAP

1. GM Office (Room 1002)
2. Training Room (Room 1001)
3. Green Room (Room 1000)
4. North Locker Room (Room 1003)
5. Middle Locker Room (Room 1004)
6. South Locker Room and Time Machine (Room 1005)
7. Parking Lot
8. Center Hallway (Main)
9. Center Hallway (Right)
10. Center Hallway (Left)
11. Right Hallway
12. Left Hallway
13. Diva Makeup Area
14. Interview Area
15. Arena Entrance



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LOCKER ROOM AREAS

Locker Room Areas are similar to normal matches, except you win by performing a signature move, finisher, strong strike, or by using an object interaction once your opponent's health is completely depleted. Unfortunately, you cannot see your opponent's health, which varies based on the current difficulty setting. However, battle as you normally would, and use signature moves and finishers when they become available. If you're near something that can be used for an object destruction environmental grapple, use it. When the opponent's health reaches zero, you'll win the match.

Score a KO by depleting the opponent's health ...

... then using a strong strike, finisher, signature move ...

...or an object destruction.

It's also important to watch your own health, which is indicated by the health bar just below your Superstar. If the bar turns red, your Superstar is close to getting KO'd and you should be cautious with your attacks to avoid a costly reversal. Mix up your attacks between strikes and grapples as much as possible, and use object destructions within the environment as much as possible.

When you fight another WWE Superstar in the locker room area, the area you fight in is determined by where the match initiates. There are six different areas where you can engage your opponent, each having interactive elements that can help you inflict damage to opponents and win matches faster.

TIP

When you fight two or more opponents simultaneously in a Locker Room Area, it is important to focus primarily on one of the opponents. KO the selected opponent as quickly as possible to avoid getting double-teamed. When two opponents are attacking at once, it is very difficult to properly defend against their attacks. Use Irish Whips to move one opponent away for a short time, while you focus on the your primary target. If both are in close proximity, use the preset animations of object destructions, grapples, and Irish Whips to avoid attacks. During these preset animations, your Superstar is invincible to attacks.

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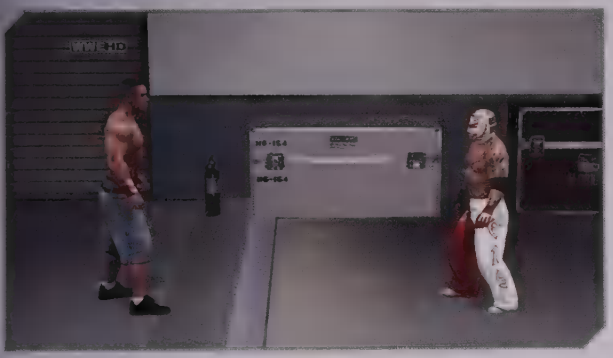
CATERING AREA

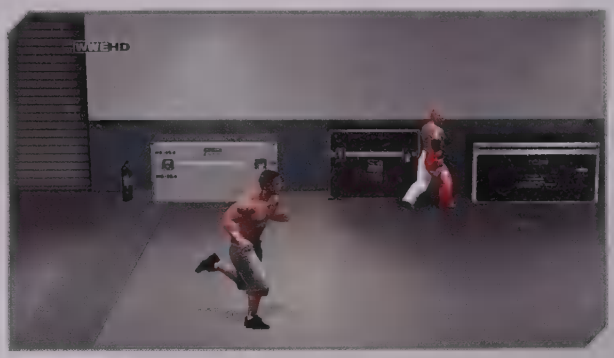


Objects: Bell, Chair, Fire Extinguisher, Kenpo Stick, Sledge Hammer, Trash Can

Interactive Objects: Catering Table, Soda Machine, Storage Bins, Tool Shed

Catering Table

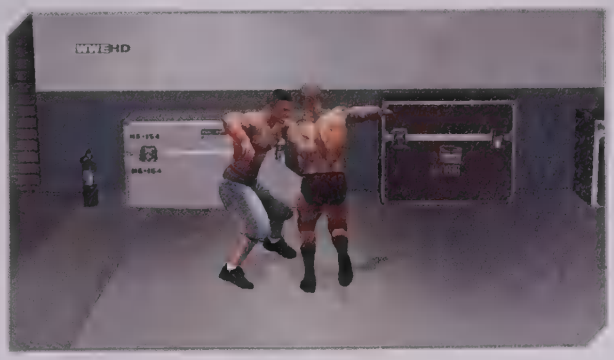
Soda Machine



Storage Bin

Tool Shed

The catering area Locker Room Area should start with an Irish Whip into the storage bin in the immediate background. If you can grapple the opponent on this interactive object, they'll stumble to the left to tool shed. Depending on the opponent, you may have to use a single strike to knock them back into the tool shed, or they may land on the tool shed without any additional attacks.



Irish Whip the opponent ...

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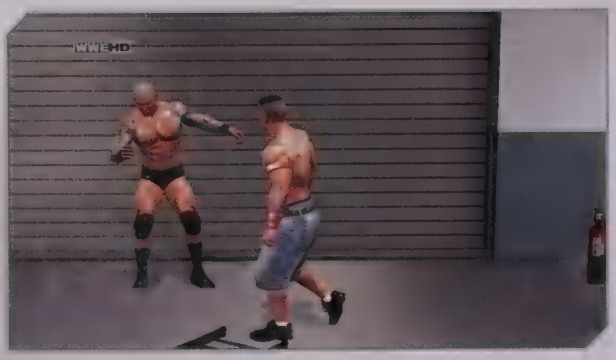
... to reach the storage bin.

Then use a grapple ...



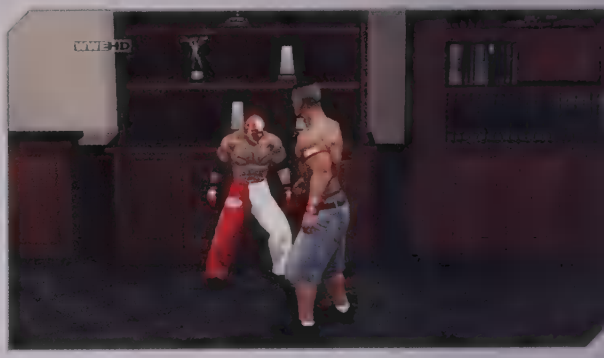
... to knock them into the tool shed.

Once the opponent is on the tool shed, use another object destruction environmental grapple to gain access to all of the objects the catering area has to offer. Grab the sledgehammer while the opponent is downed, and pummel them with it repeatedly. From this location in the stage, you can use an Irish Whip to toss the opponent into the catering table for another object destruction grapple, which leads into another tool shed grapple.

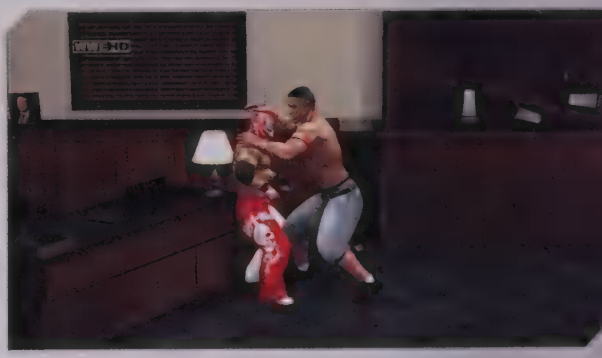
GM OFFICE

Objects: Barbell, Fire Extinguisher, Statue

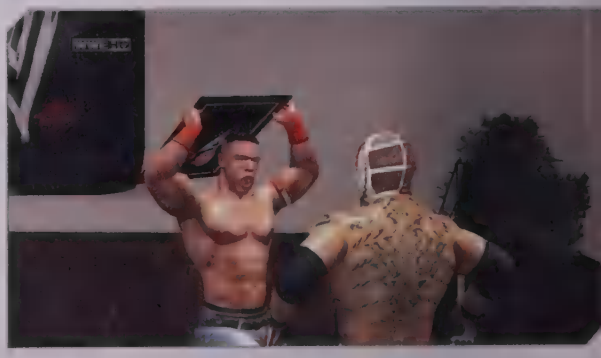
Interactive Objects: Book Shelves, Desk, Portrait, Statue, TV, Weight Bench



Book Shelves



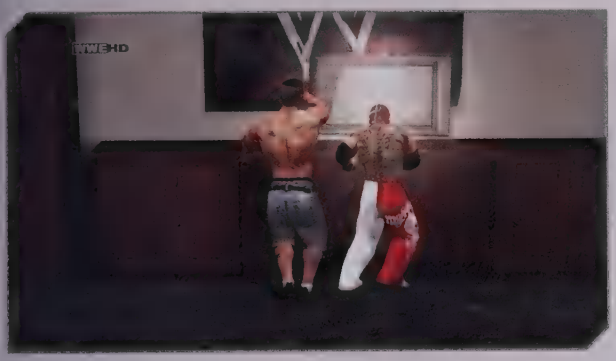
Desk



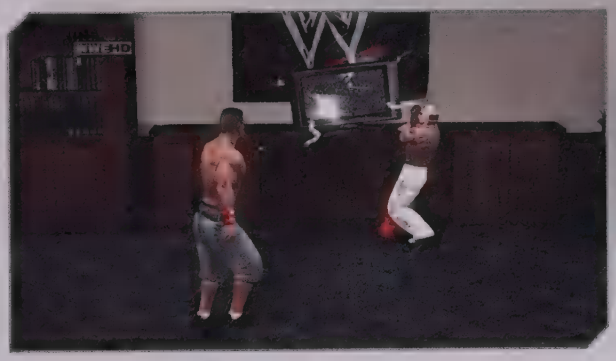
Portrait

Statue

Irish Whip the opponent ...



TV

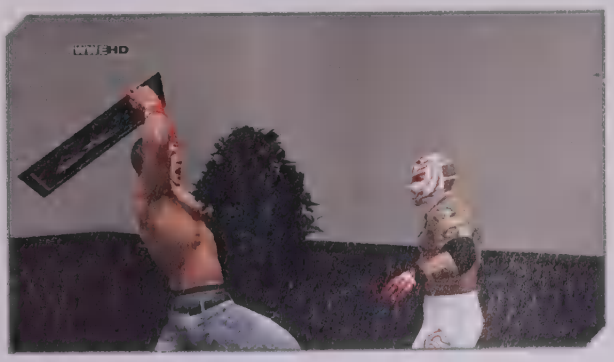


... into the TV.

Weight Bench

The GM office is a relatively small area with a lot of interactive objects. When the bout starts, Irish Whip the opponent into the book shelf in the background, or slightly to the right to the TV. If the opponent hits the TV, they'll end up very close to the portrait, if not directly on the portrait. Use an object destruction environmental grapple on the portrait to send the opponent reeling toward the statue. A few quick attacks will place the stunned opponent on the statue, setting them up for another object destruction environmental grapple.

Then use a grapple ...



... to knock them into the portrait ...

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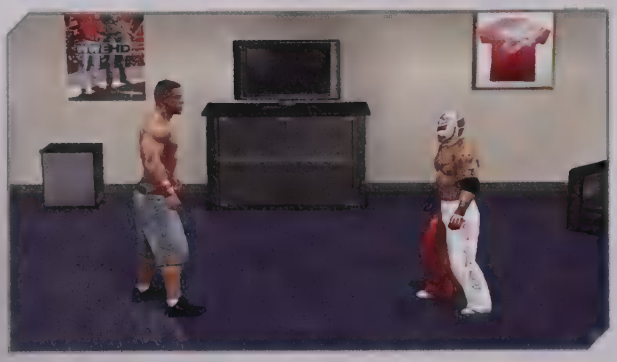
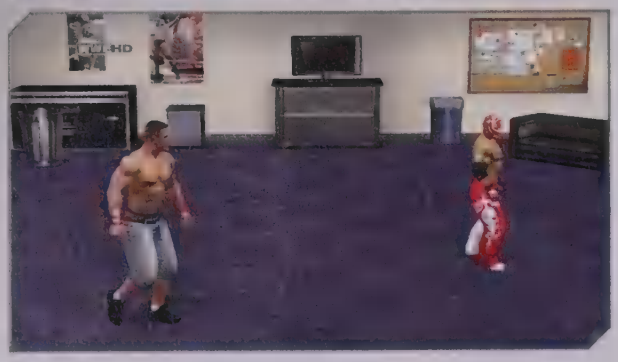
... and follow it up with a grapple on the statue.

On the left side of the stage is the second book shelf, the desk, and the weight bench. You can use an object destruction environmental grapple on the desk three times: The first smashes the lamp on the opponent's head, the second smashes the laptop over the opponent's head, and the final grapple slams the opponent through the desk. If you initiate an object grapple on the weight bench, it knocks the barbell loose, giving you access to one of the few objects in the room.

LOCKER ROOM A AND LOCKER ROOM B





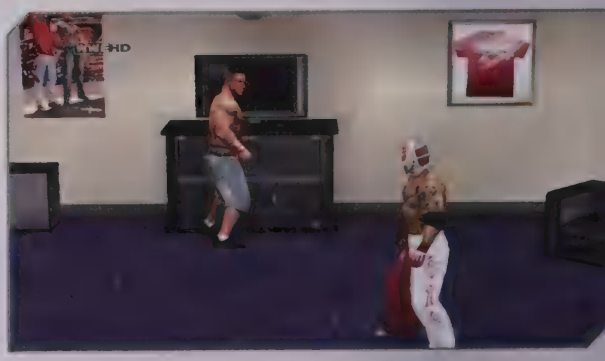
Objects: Barbell, Chairs, Trash Can

Interactive Objects: Couch, Lockers, Storage Bin, TV, Weight Bench

Couch

Lockers

Storage Bin



TV

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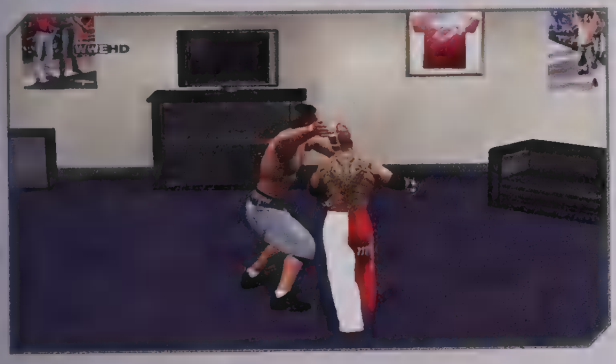
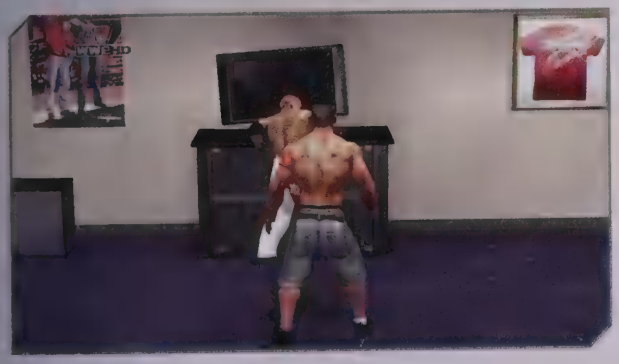
Weight Bench

A significant difference between Locker Room A and Locker Room B is the color of the storage bin on the far left side of the locker room. When the match first starts, Irish Whip the opponent into the TV in the immediate background. The stunned opponent stumbles from the TV toward the couch. From here, Irish Whip them into the couch to inflict additional environmental damage. The opponent then crawls out from behind the couch, hugging the back wall, and ends up on the floor near the TV. You can attack them on the ground, or pick them up and move the bout to another side of the area.



Irish Whip the opponent ...



.. into the TV.

Then use an Irish Whip ...

... to knock them into the couch...

There are four lockers, two on either side of the stage. All four can be used as object destruction environmental grapples. However, on the left side of the stage, if you use an object destruction environmental grapple on the storage bin in the back, the opponent stumbles into the rear locker, setting up a second object destruction environmental grapple.

Grapple the opponent on the right-side lockers ...

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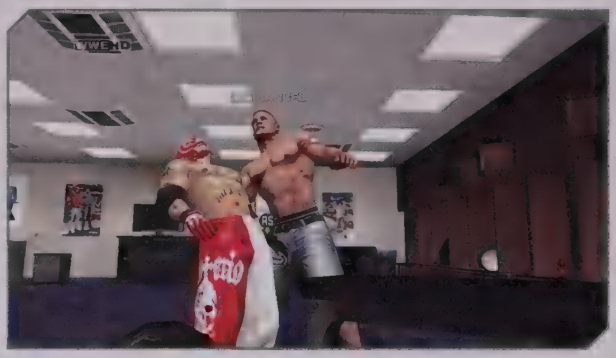
... then drag them toward the weight bench ...



... for another grapple ...

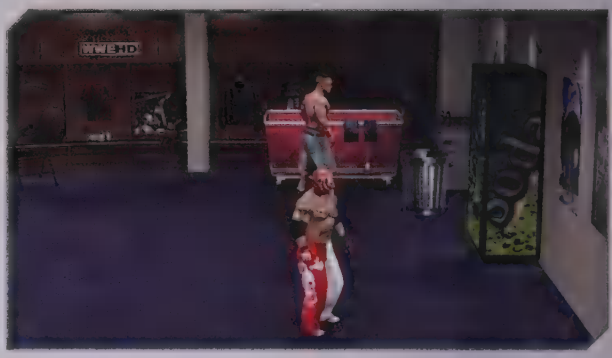
... and access to the barbell object.

On the right side of the stage, a weight bench sits in the foreground. Perform an object destruction on one of the two lockers on this side of the stage, then pick up the now groggy opponent and drag them toward the weight bench to initiate another object destruction environmental grapple. This also knocks the barbell off of the weight bench, providing access to another object.

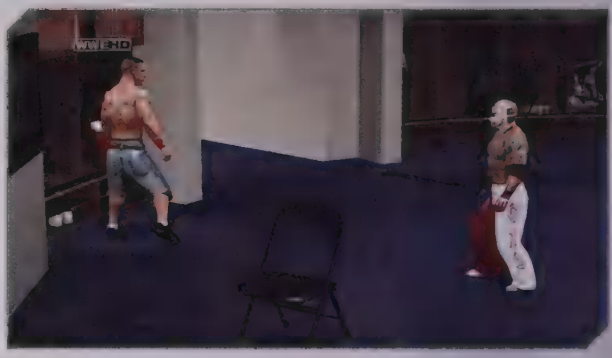
LARGE LOCKER ROOM

Objects: Chairs, Crutch, Trash Can

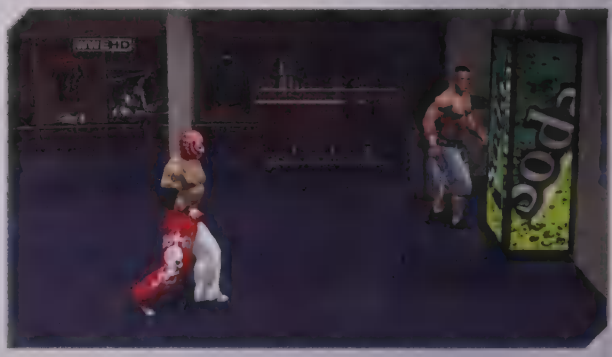
Interactive Objects: Laundry Hamper, Lockers, Soda Machine



Laundry Hamper



Lockers



Soda Machine

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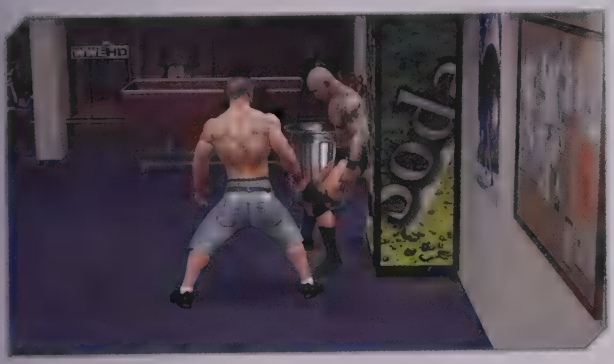
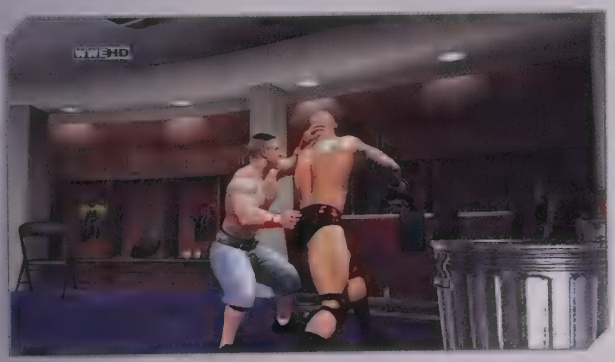
The same principles apply to all 3 locker rooms.

Irish Whip the opponent ...



... into the soda machine.



Then use an interactive grapple ...

... to knock them into the laundry hamper.

Pick up the trash can while the opponent escapes the hamper.

When the bout starts, Irish Whip the opponent into the soda machine on the left side of the locker room. Use an object destruction environmental grapple, which causes the opponent to stumble toward the laundry hamper. Follow this with another environmental grapple to toss the opponent into the laundry hamper. It takes a moment for the opponent to get out of the hamper, which gives you enough time to pick up the nearby trash can and empty out its contents. As soon as you're free of the initial trash can animation, pummel the opponent with the object. If you keep the opponent between you and the laundry hamper, hitting them with the trash can pushes them back into the hamper, which sets up another environmental grapple.

To the left of the laundry hamper is a locker that can be used for an environmental grapple. There's also a crutch and a chair near the lockers. While the opponent is getting out of the laundry hamper, grab one of these objects, or prepare to Irish Whip the opponent toward the lockers in an attempt to set up another object destruction environmental grapple.

On the opposite side of the locker room are another chair and another set of lockers. These lockers are smaller, but you can still use an object destruction environmental grapple on them.

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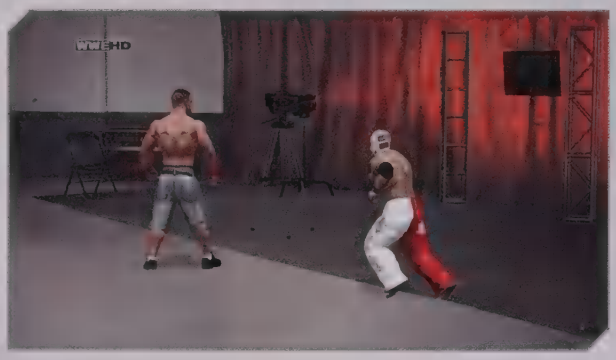
INTERVIEW AREA

Objects: Chair, Fire Extinguisher, Rake, Trash Can

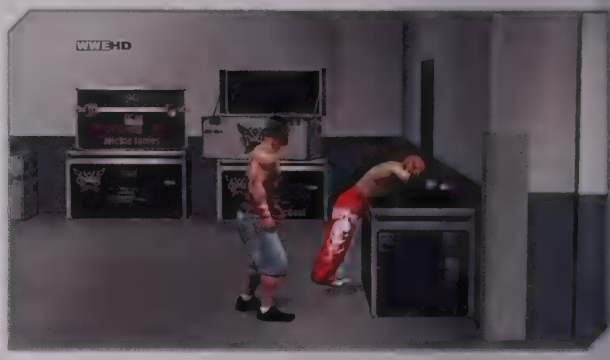
Interactive Objects: Camera, Doors, Makeup Tables, Storage Bins



Camera

Door

Makeup Table



Storage Bin

The interview area is one of the largest Locker Room Areas. Unlike most of the other areas, there are no objects within range of a single Irish Whip at the start of the fight. However, if you move slightly to the right, you can Irish Whip an opponent into the camera on the far right. If you move slightly to the left, you can reach the storage bin and door near the makeup tables.

Irish Whip the opponent ...

... into the storage bin.

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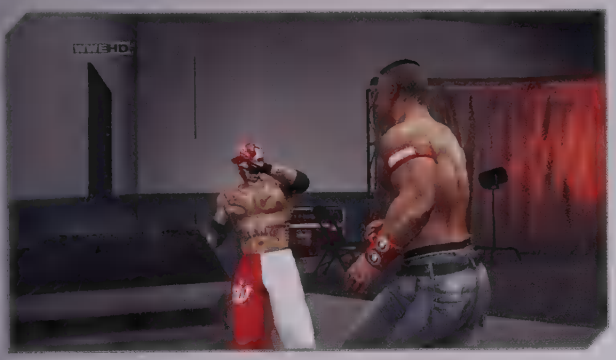
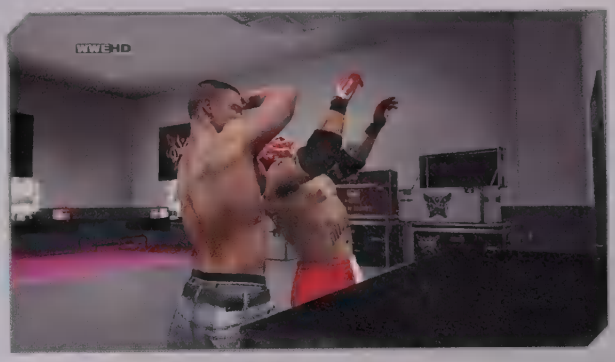
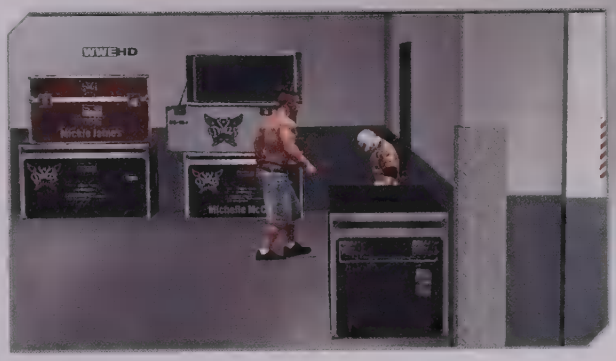


Then use an environmental grapple ...

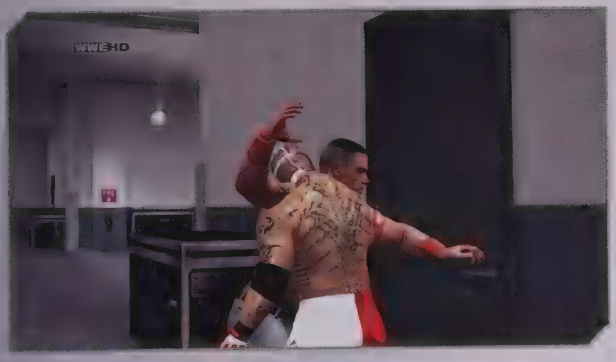


Use an environmental grapple on the storage bin ...

... to knock them toward the door.



... to knock them toward the door.



Follow it up with an environmental grapple on the door.

If you take the right path, Irish Whip the opponent into the camera to stun them, then Irish Whip them into the storage bin to the left of the camera. An environmental grapple on the storage bin forces the opponent to stumble to the door, which sets up another object destruction environmental grapple. While the opponent is stunned from the second grapple, pick up the nearby chair and beat the opponent senseless.

Move down to the makeup tables ...

... and use a grapple on the rightmost table ...

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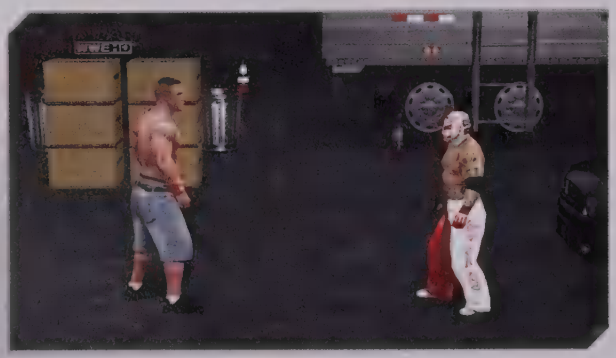
... to reach another storage bin.

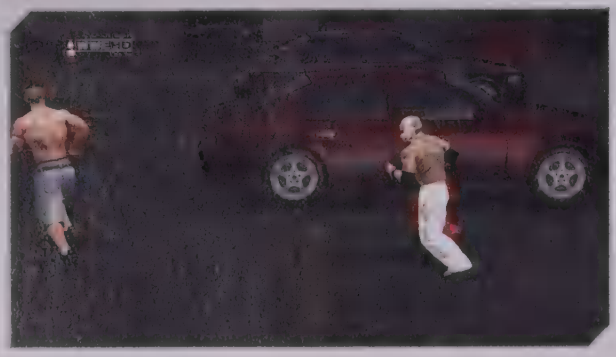
On the left side of the area is another storage bin with a rake laying on the floor close by. Perform an object destruction environmental grapple on the storage bin, which forces the opponent into the adjacent door, just like the previous storage bin. Use another environmental grapple on the door, then move the opponent to the left to reach the makeup tables. An environmental grapple on the rightmost makeup table sends the opponent into the storage bin to the right for yet another object destruction environmental grapple.

PARKING LOT



Objects: Fire Extinguisher, Trash Cans

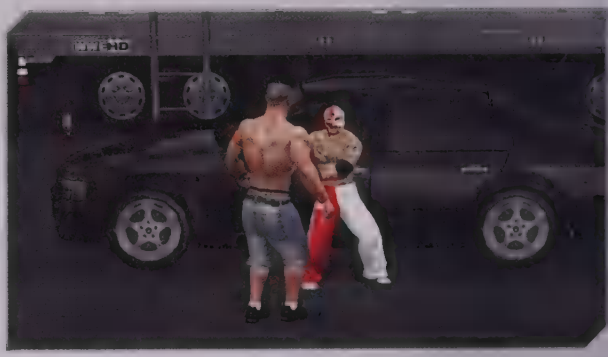
Interactive Objects: Cars



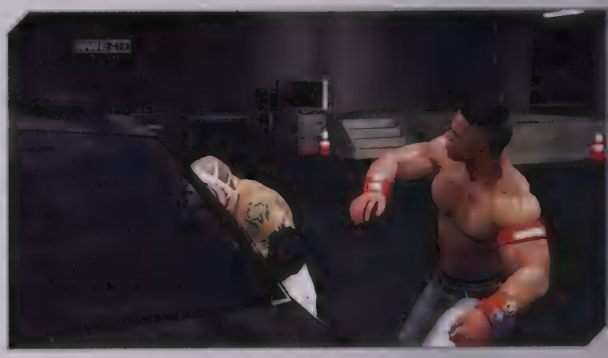
Car

The parking lot offers a lot of room to roam around, but very little in the way of object destruction and objects. There's one car on the right side of the area that's easily accessible at the start of a match. Irish Whip the opponent toward the car, but try to knock them up against the front doors on either side. A successful object destruction environmental grapple on the front doors of any of the cars in the parking lot results in a stunned opponent, who stumbles to the front of the car for another environmental grapple. It is possible to grapple an opponent on the rear doors, but it does not lead immediately into another environmental grapple.

Irish Whip the opponent ...



... into the front doors of the car.



Then use an environmental grapple ...

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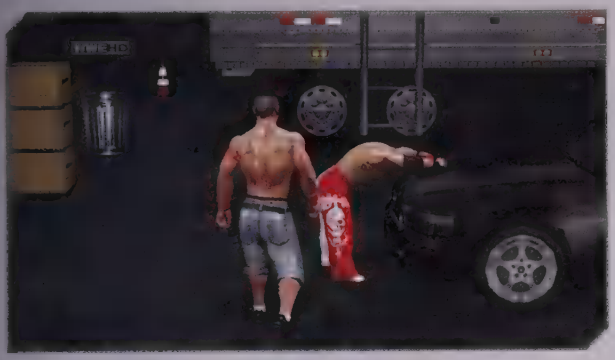
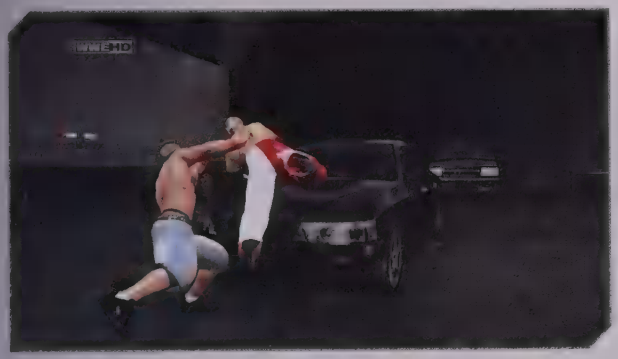


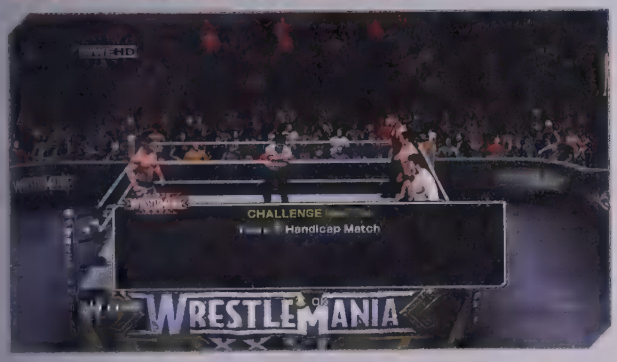
... to knock them toward the hood of the car ...



... where you can use another environmental grapple.

Two cars on the left side of the area can be grappled just like the car on the right side. A fire extinguisher sits in the background near the car on the right, with boxes and trash cans to the left of the fire extinguisher. You can knock an opponent into the boxes, but this does not inflict any additional damage. However, the two trash cans behind the boxes serve as normal objects.

CHALLENGE MATCHES



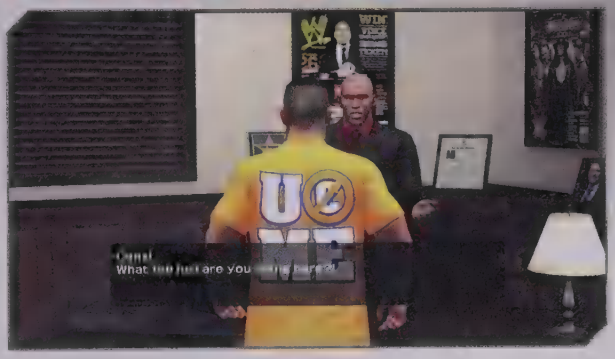
Each storyline(s) features multiple Challenge Matches. Once a Challenge Match has been completed, it appears in the log on the in-game cell phone menu. When all normal Challenge Matches have been successfully completed, a boss appears at *WrestleMania* as a final Challenge Match.

In most cases, the matches are initiated by talking to specific WWE Superstars locker room area, throughout each storyline(s). Some Challenge Matches will occur immediately as Locker Room Areas, while others will take place after the main Match of the Week. For example, if you're playing through *Monday Night Raw*, you may have a Challenge Match on the next *Friday Night SmackDown* or *Superstars* show. Challenge Matches have a wide variety of rules, from a standard singles match to a cage match. You may even be playing as a different Superstar during a Challenge Match.

NOTE

Challenge Matches have no effect on the main storyline(s), and are not required to complete any of the *Road to WrestleMania* storyline(s).

STORY PROGRESSION



Every week there is a specific path that must be followed to reach the next week. These are called story progression paths and are indicated by an exclamation point on the in-game map. Some weeks will have only a single story progression encounter, usually consisting of an exclamation point near the Arena Entrance that leads to the Match of the Week. However, some weeks will have multiple story progression encounters that must be completed before you can move on to the following week.

MATCH OF THE WEEK

The Match of the Week is simply the main match that takes place each week. Under most circumstances, this match features the Superstar you're playing as, against the opponent of the week in a singles or tag team match. However, there are some instances in which the Match of the Week is in Locker Room Areas, or there's no Match of the Week at all.

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SIDE STORIES AND RANDOM WWE *SUPERSTARS*, DIVAS, AND LEGENDS

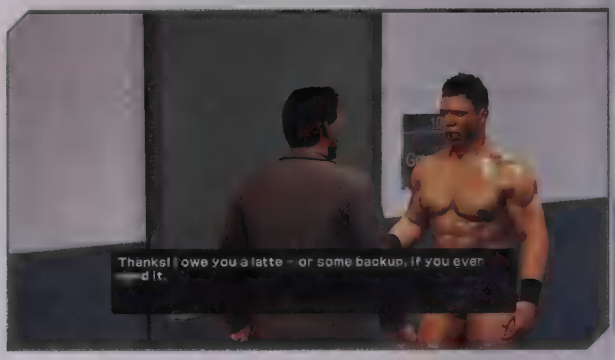
Random Superstars can be seen walking around locker room area.

While you progress through the main storyline(s), many of the WWE Superstars you encounter in the locker room area will have something to say about the current storyline(s), or something concerning their own side stories. These are considered side-story encounters and generally have no effect on the primary storyline(s). However, there are some side-story encounters that cannot be avoided. In these cases, if you approach the Superstar in question, a cinematic will automatically begin without the need to initiate a conversation.

In addition to the WWE Superstars and management that you must talk to in order to continue the path toward *WrestleMania* or initiate Challenge Matches, there are a plethora of random Superstars scattered around the locker room area. These Superstars generally move through hallways and from one room to the next. They can also move in and out of doors that are inaccessible to you.

Choose to talk or push any Superstar ...

... to begin a Locker Room Area ...



... or have a brief conversation.

You can battle or talk to most of these Superstars. If you wish to brawl, you must push him three times consecutively. Once you push a Superstar, if you want to speak with him, you have to wait a moment until the talk command becomes available again. When this happens, the push count is reset and you must push the Superstar three more times to initiate a fight. You cannot initiate a Locker Room Area with any of the Divas, only the Superstars and Legends.

Most of the time, the Superstars do not have much to say. In addition, the outcome of these Locker Room Area matches has no effect on your Superstar or the main storyline(s). However, if you fight one of these random Superstars and win the Locker Room Area that follows, you earn 50 SP.

TIME MACHINE AND TIMELINE(S)

The time machine.

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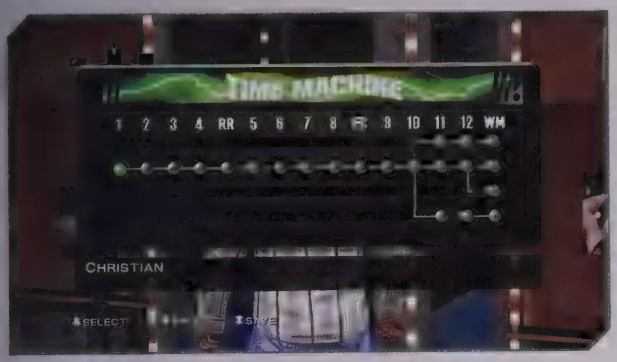


Multiple timeline(s).

Many of the storyline(s) in *Road to WrestleMania* have branching paths where certain decisions directly effect the path you take to *WrestleMania XXVI*. In the South Locker Room is a time machine that allows you to travel through time to the current week, or any week you've already completed. This is useful for unlocking hidden WWE Superstars, obtaining more SP by fighting random Superstars, or completing weeks multiple times. The time machine is essential if you wish to complete every possible timeline(s), or change to a different timeline(s). You can go back in time and change a previous decision you made, moving to a different timeline(s). Using the time machine, you can also travel back and forth between timeline(s).

STORYLINE(S)

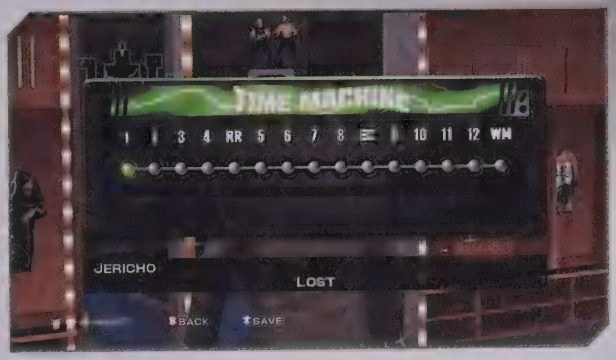
CHRIS JERICHO

CHALLENGE MATCHES

CHRIS JERICHO CHALLENGE MATCHES

Week	Match	Match Type	How to Access
Week 1	Chris Jericho vs. The Miz	Singles	Talk to The Miz (Arena Entrance).
Week 5	Chris Jericho vs. Santino Marella	No Disqualification	Talk to Santino (Center Hallway—Right). Must be initiated in *Royal Rumble* Week
Week 7	Chris Jericho vs. John Cena	Locker Room Area (Parking Lot)	Talk to John Cena (Center Hallway—Main).
Week 8	Maryse (You) vs. Beth Phoenix	Diva	Talk to Maryse (Left Hallway), then Hornswoggle (Training Room), then Maryse again.
Week 11	Big Show vs. Santino Marella	Singles	Talk to Santino (Right Hallway).
WrestleMania XXVI	Chris Jericho vs. Ricky Steamboat	Singles	Talk to Ricky Steamboat (Green Room).

TIMELINE(S)



WEEK 1: MONTREAL, CANADA

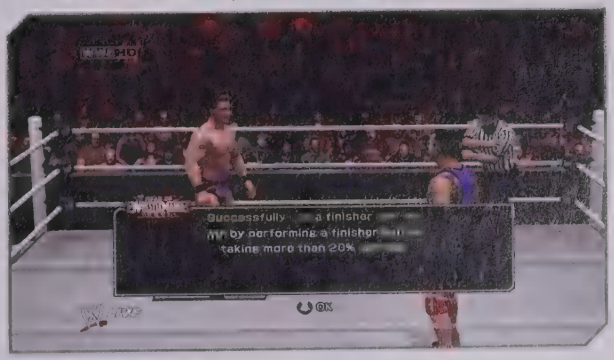
Match of the Week: Chris Jericho vs. Santino Marella (Singles)

Story Progression 1: Stephanie McMahon—GM Office

Story Progression 2: Arena Entrance

Challenge Match: The Miz—Arena Entrance

Side Stories: Randy Orton—Interview Area



During the Match of the Week, it is stated that you must win the match by performing a Finisher, and before taking more than 20 percent damage. However, these are the requirements to unlock Chris Jericho's civilian clothing. If you win the match you will proceed on to Week 2, without any other requirements.

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WEEK 2: BOSTON, MA

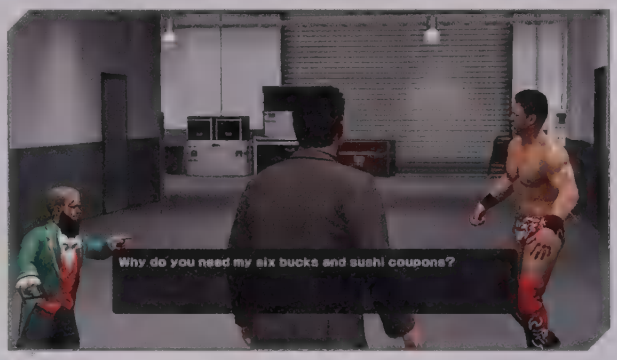
Match of the Week: Chris Jericho vs. Kofi Kingston (Singles)

Story Progression: Arena Entrance

Side Stories: Maryse and Beth Phoenix—Interview Area

Side Stories: The Miz and Hornswoggle—Center Hallway (Left)

Side Stories: Santino Marella and Eve—Training Room



For the side story between The Miz and Hornswoggle, walk up to them in the center hallway (left) to initiate a cinematic in which The Miz is attempting to get his wallet back from Hornswoggle. Watch the cinematic, then pick up The Miz's wallet on the floor (marked by a purple dot on the map). Talk to The Miz to return his wallet and receive 50 SP.

WEEK 3: NEW YORK, NY

Match of the Week: Chris Jericho & Big Show vs. Kofi Kingston & Triple H (Tag Team Match)

Story Progression: Arena Entrance

Side Stories: Beth Phoenix and Eve—Diva Make-Up Area

Side Stories: Santino Marella and Mark Henry—Interview Area

WEEK 4: ROANOKE, VA

Match of the Week: Chris Jericho vs. Big Show (Locker Room Area)

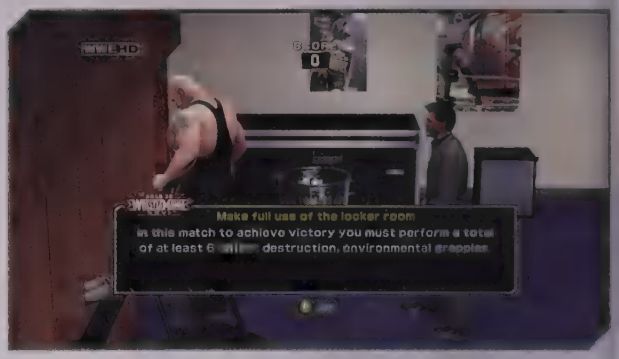
Story Progression 1: Shawn Michaels—Center Hallway (Right)

Story Progression 2: Big Show—South Locker Room

Side Stories: Kofi Kingston—Center Hallway (Main)

Side Stories: Santino Marella and Beth Phoenix—Diva Makeup Area

Side Stories: Stephanie McMahon—GM Office



After a cinematic with Big Show in the South Locker Room, approach the Superstar to initiate a special Locker Room Area. This Locker Room Area does not fall under the normal rule set. Instead, you must use six object destruction environmental grapples to defeat Big Show. Start by using an Irish Whip to knock Big Show into the TV in the background, then use another Irish Whip to throw him over the couch. On higher difficulty settings you may need to use basic strikes, instead of Irish Whips, to inch Big Show toward the objects.

The TV and the couch count as two of the six object destruction environmental grapples. As the stunned Big Show rests on the ground next to the couch, pick him up and swing him to the lockers on either side of the area. If you shift to the left side, use an object destruction environmental grapple on the storage bin, which leads directly into the closest set of lockers for another environmental grapple. From here it shouldn't take much effort to move Big Show down to the adjacent set of lockers for a fifth environmental grapple. Then move him to the opposite side of the room to inflict the final environmental grapple on either of the lockers or the weight bench.

If you opt for the right side. Start at the top of the screen and use an environmental grapple on the lockers, then move down to the second set of lockers, and finally to the weight bench. That leaves you with a single environmental grapple left to use on the opposite side of the room.

ROYAL RUMBLE: WASHINGTON, D.C.

Match of the Week: Chris Jericho vs. Kofi Kingston (No Disqualification Match—Singles)

Story Progression 1: Stephanie McMahon—GM Office

Story Progression 2: Arena Entrance

Challenge Match (Initiate): Santino Marella—Center Hallway (Right)

Side Stories: R-Truth—North Locker Room

Side Stories: The Miz and Yoshi Tatsu—Left Hallway

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The Match of the Week is a No Disqualification Match for the United States Championship. It is impossible to win the match until the Big Show makes an appearance. Wear Kofi Kingston down as much as you can, but it may be challenging trying to pin him. Even after Big Show appears, you still can't win the match until he performs at least two Finishers, or gives up and leaves. If you haven't sustained much damage from Kofi and you don't want to wait until Big Show gives up, get close to Kofi and allow Big Show to use the Finishers so he'll leave and you can defeat Kofi. Otherwise, beat up on Big Show until he decides to leave, but keep in mind that he will use Finishers any time the opportunity presents itself.

WEEK 5: MEMPHIS, TN

Match of the Week: Chris Jericho vs. Big Show (Singles)

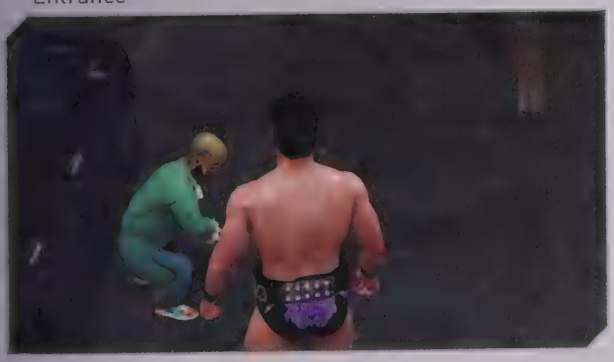
Story Progression 1: Big Show—Center Hallway (Right)

Story Progression 2: Arena Entrance

Challenge Match: Santino Marella—After the Main Event Match

Side Stories: Jack Swagger—Center Hallway (Main)

Side Stories: Santino Marella and MVP—Arena Entrance



To earn 50 SP from the side story with Jack Swagger, speak with Swagger in the center hallway. He's looking for Hornswoggle, who can be found behind the car in the parking lot. Go over to Hornswoggle's hiding place, and make sure you see him behind the car. You cannot interact with him. Go back to Swagger and speak with him again to complete the side story and earn the SP.

WEEK 6: LITTLE ROCK, AR

Match of the Week: Steal the WWE Championship

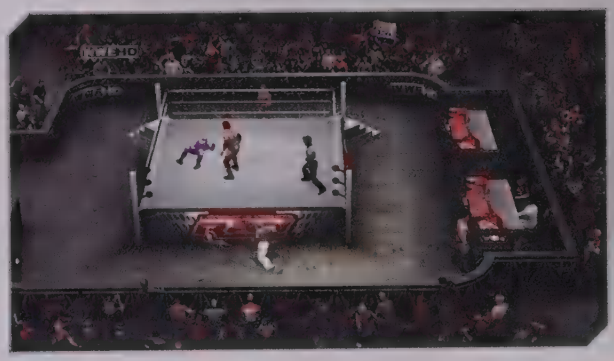
Story Progression: Big Show—South Locker Room

Side Stories: Cody Rhodes and Ted DiBiase—Center Hallway (Left)

Side Stories: Santino Marella and Beth Phoenix—Arena Entrance

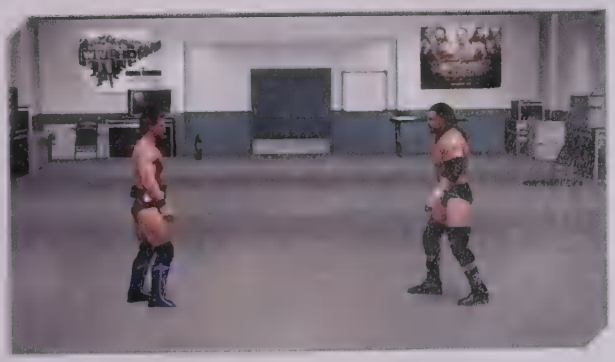
Side Stories: Triple H—North Locker Room

Side Stories: Rob Van Dam—GM Office



SPOILER

The Match of the Week is between Triple H and Jack Swagger. Your job is to steal the WWE title from next to the announcer's table, then make it back to the parking lot. When you enter the arena, walk toward the announcer's table. Only use the run ability when you get close to Shawn Michaels or Rey Mysterio, who serve as managers for the match. If you get close to either of them, they will attack, but you have plenty of time to quickly run past them. Grab the WWE Championship and continue to walk toward the arena entrance. Run if you get close to either manager, but go back to walking as soon as you're out of reach. Once you have the WWE Championship, both managers will chase after you, but do not run until they get close. If you run too much, Jericho gets tired and you won't be able to escape as easily.



When you reach the arena entrance, Triple H catches up to you and a Locker Room Area begins. Do not try to attack Triple H. You do not have to win this match, you only have to survive. Instead of going for the win, run from Triple H whenever he gets close. After a short time, the Locker Room Area ends and you're free to continue running toward the parking lot. Avoid the security guard

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standing in the way and you should have to endure only one Locker Room Area with Triple H. However, if you run directly toward the security guard, Triple H will catch up again and another Locker Room Area will commence.

WEEK 7: WICHITA, KS

Match of the Week: Chris Jericho vs. Shawn Michaels (Singles)

Story Progression 1: Triple H and Shawn Michaels—South Locker Room

Story Progression 2: Arena Entrance

Challenge Match: John Cena—Center Hallway (Main)

Side Stories: Santino Marella and Beth Phoenix—North Locker Room

SPOILER

During the first story progression, you must hide the WWE title you stole from Triple H. All the purple dots on the in-game map mark places the WWE title can potentially be hidden. However, only one hiding place is acceptable. Hide the prize under the John Cena poster on the east side of the locker room to continue.

When you face Shawn Michaels in the Match of the Week, it is impossible to defeat him. Triple H interrupts the match, which allows you to win by disqualification. When you see Triple H, ignore Shawn Michaels and allow Triple H to hit you to quickly end the match in your favor.

WEEK 8: OMAHA, NE

Match of the Week: Chris Jericho vs. Kofi Kingston vs. Mark Henry vs. Batista (Gauntlet)

Story Progression 1: Mr. McMahon—GM Office

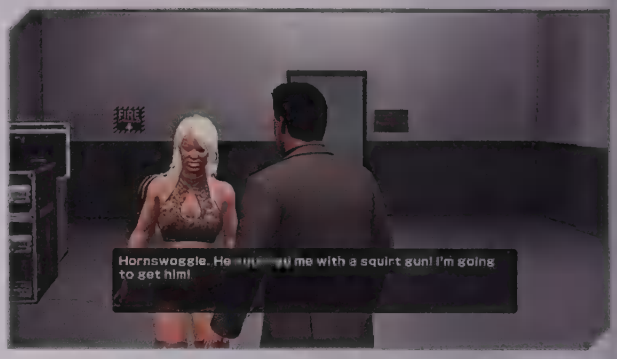
Story Progression 2: Arena Entrance

Challenge Match: Maryse—Left Hallway

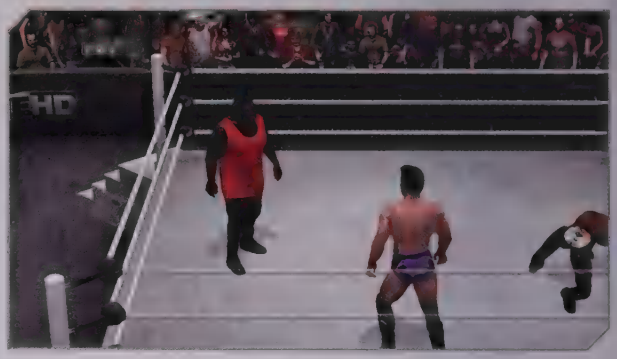
Side Stories: Mark Henry—Parking Lot

Side Stories: Santino Marella and Beth Phoenix—Center Hallway (Main)

Side Stories: Kofi Kingston—Interview Area



To participate in the Challenge Match, you must speak to Maryse in the left hallway, then talk to Hornswoggle in the training room, and then go back and talk to Maryse again. This allows you to take control of Maryse in the Diva match against Beth Phoenix.



The Match of the Week, is a Gauntlet Match in which you must face three opponents consecutively in one-on-one bouts. The first opponent is Kofi Kingston. When he is defeated, Mark Henry enters the ring. When you defeat Mark Henry, Batista enters the ring. Defeat all three challengers to win the match.

ELIMINATION CHAMBER: ST. LOUIS, MO

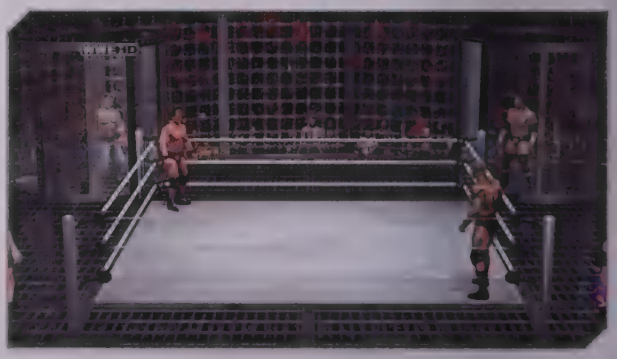
Match of the Week: Chris Jericho vs. Randy Orton vs. Jack Swagger vs. Big Show vs. John Cena vs. Triple H (*Elimination Chamber*)

Story Progression: Arena Entrance

Side Stories: Jack Swagger—Center Hallway (Main)

Side Stories: Big Show—Center Hallway (Left)

Side Stories: CM Punk—Middle Locker Room



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Side Stories: Randy Orton—Arena Entrance

The Match of the Week is an *Elimination Chamber* Match. The match starts with Chris Jericho and Randy Orton, then every minute another Superstar joins the bout. The first Superstar to join is Jack Swagger, followed by Big Show, John Cena, and finally Triple H. To win the match, you must be the last man standing. Each Superstar can be eliminated inside or outside of the ring, by pinfall or submission.

WEEK 9: TACOMA, WA

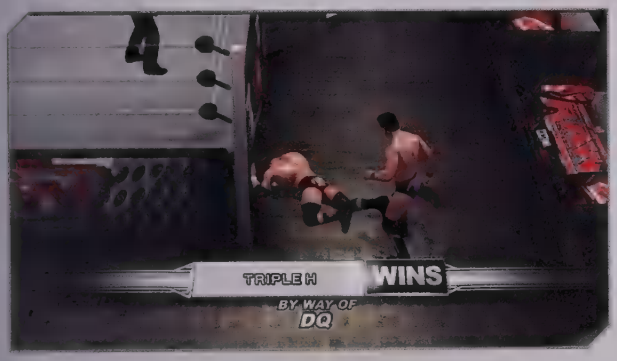
MATCH OF THE WEEK: CHRIS JERICHO VS. TRIPLE H (SINGLES)

Story Progression: Arena Entrance

Side Stories: MVP—Green Room

Side Stories: Matt Hardy and Santino Marella—Right Hallway

Side Stories: Eve and Mickie James—Diva Makeup Area



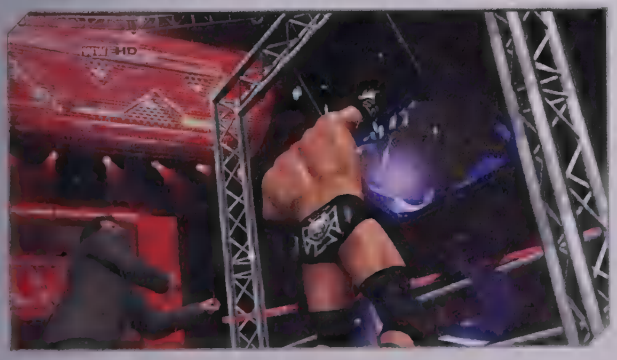
It is not possible to win the Match of the Week. Your goal is to keep the WWE title, which means you must win by disqualification. Do not bother attacking or trying to pin Triple H. Instead, leave the ring and pick up the WWE title next to the announcer's table. Hit Triple H with the WWE title to lose the match by disqualification and ensure that you hold on to the championship.

WEEK 10: PORTLAND, OR

Match of the Week: Chris Jericho vs. Triple H

Story Progression: Arena Entrance

Side Stories: MVP and Mark Henry—Middle Locker Room



To win the Match of the Week you must use an object destruction environmental grapple on the Jeritron (TV) in the ring. However, you must significantly reduce Triple H's health before this is possible. Depending on the difficulty settings, you may have to perform multiple Signature Moves and Finishers before Triple H is weakened enough. After every Finisher, Irish Whip Triple H into the TV to see if you can finish him with an environmental grapple.

WEEK 11: SAN FRANCISCO, CA

MATCH OF THE WEEK: CHRIS JERICHO VS. SHAWN MICHAELS (TABLES)

Story Progression 1: Shawn Michaels—Center Hallway (Right)

Story Progression 2: Arena Entrance

Challenge Match: Santino Marella—Right Hallway

Side Stories: Kofi Kingston and Evan Bourne—Arena Entrance

The Match of the Week is a Tables Match against Shawn Michaels. To win the match, you must use Shawn Michaels to break a table. The easiest way to do this is to prop a table up against one of the corners in the ring, Irish Whip Shawn Michaels into the table, then use an object destruction grapple. You must damage Shawn Michaels quite a bit before the table will break. For most difficulty settings, that requires at least one Signature Move and Finisher, along with the necessary strikes and grapples needed to gain enough momentum to use both attacks.

In the special Challenge Match between Santino Marella and Big Show, you are not controlling either Superstar. Instead, you must perform at least one Finisher on Big Show while Santino distracts the referee. Once you enter the arena, Big Show moves outside

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the ring to confront you. Wait for Santino to distract the referee, then use as many Finishers on Big Show as you can. After each Finisher, wait a moment for the referee to glance in your direction. Santino quickly gains the referee's attention again, then you can use another Finisher. You have only one chance to perform as many Finishers as possible. Once Big Show gets back into the ring, he is out of your reach.

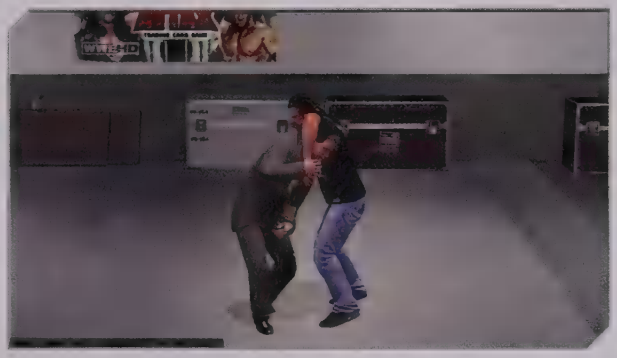
WEEK 12: LOS ANGELES, CA

Match of the Week: Chris Jericho vs. Triple H (Locker Room Area)

Story Progression: Arena Entrance

Side Stories: John Cena—Center Hallway (Main)

Side Stories: Jack Swagger and Kofi Kingston—Diva Make-Up Area



After a cinematic, you must engage in three Locker Room Areas against Triple H. Not only is it impossible to win any of these matches, but your health bar starts at 75 percent and carries over from match to match. On the bright side, the matches do not last very long, so all you have to do is run from Triple H for a short time. It's okay if you take a few hits, just make sure you are not defeated by Triple H.

WRESTLEMANIA XXVI: GLENDALE, AZ

MATCH OF THE WEEK: CHRIS JERICHO VS. TRIPLE H (HELL IN A CELL)

Story Progression: Arena Entrance

Challenge Match: Ricky Steamboat—Green Room

Side Stories: Vladimir Kozlov—Training Room

Side Stories: Hornswoggle—Right Hallway

Side Stories: Hornswoggle and Finlay—Middle Locker Room +50 SP

Side Stories: Santino Marella—Interview Area

TIP

For the two side stories featuring Hornswoggle and Finlay, talk to Hornswoggle in the right hallway, then go into the middle locker room and speak with Finlay to earn 50 SP.

CHRISTIAN

CHALLENGE MATCHES

CHRISTIAN CHALLENGE MATCHES

Week	Match	Match Type	How to Access
Week 4	Christian vs. William Regal	Iron Man	Talk to William Regal (North Locker Room).
Week 5	Christian vs. Kane	Inferno	Talk to Kane (Parking Lot)
Week 8	Christian vs. CM Punk	*Extreme Rules*	Talk to CM Punk (Left Hallway)
Week 9	Christian vs. Chris Jericho	Table	Talk to Chris Jericho (Training Room)
Week 11	Christian vs. Cody Rhodes and Ted DiBiase	Handicap	Varies based on timeline(s).
WrestleMania XXVI	Christian vs. Steve Austin	Singles	Talk to Stone Cold Steve Austin (Green Room).

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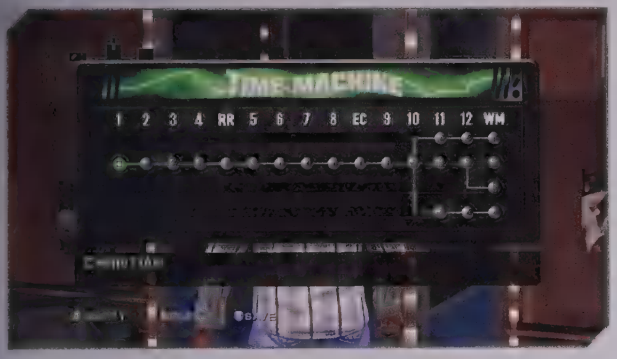
TIMELINES



WEEK 1: AUSTIN, TX

Match of the Week: Christian vs. Tyson Kidd (Singles)

Story Progression 1: Tyson Kidd—Arena Entrance

Story Progression 2: Arena Entrance

Side Stories: Tiffany—GM Office

Side Stories: Shelton Benjamin—Training Room

Side Stories: William Regal and Vladimir Kozlov—North Locker Room

Side Stories: Sheamus—Interview Area

The Match of the Week has one special rule: You must win within three minutes. To do this, you must be as aggressive as possible. Vary your attacks between strikes and holds, remove the turnbuckle padding as soon as Kidd is on the ground long enough to give you time to do so, then Irish Whip him into the exposed turnbuckle. Use as many high-damage attacks as possible to wear Kidd down quickly, and perform Signature Moves and Finishers as soon as they become available.

WEEK 2: SANTA FE, NM

MATCH OF THE WEEK: CHRISTIAN VS. WILLIAM REGAL (*EXTREME RULES*)

Story Progression 1: Tiffany—GM Office

Story Progression 2: Arena Entrance

Side Stories: Brie Bella and Nikki Bella—Diva Makeup Area

Side Stories: John Cena—Center Hallway (Right)

Side Stories: The Hurricane—North Locker Room

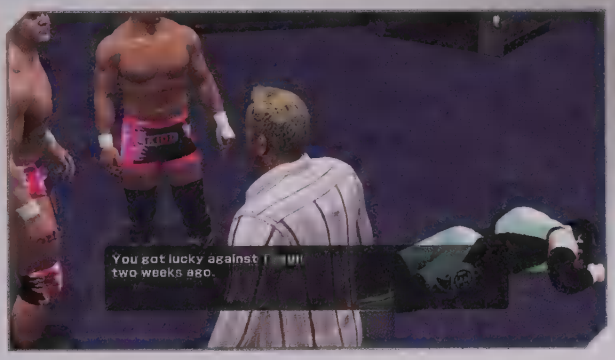
In the *Extreme Rules* Match for the ECW Championship, focus on strike attacks, and use Christian's speed to overcome William Regal. Because this is an *Extreme Rules* Match, you can go outside of the ring and use objects, the announcer tables and other high damage attacks to make quick work of Regal.

WEEK 3: PROVO, UT

Match of the Week: Christian vs. David Hart Smith & Tyson Kidd (Locker Room Area)

Story Progression 1: The Hurricane—Center Hallway (Main)

Story Progression 2: Tyson Kidd, David Hart Smith, and The Hurricane—South Locker Room



Talk to The Hurricane in the center hallway. He challenges you to a foot race from the center hallway to the arena entrance, then to the South Locker Room. It does not matter if you partake in the foot race. When The Hurricane reaches the South Locker Room, follow after him for a cinematic with The Hurricane, David Hart Smith, and Tyson Kidd. After the cinematic, you must face Tyson Kidd and D. H. Smith in a one-on-two Handicap Locker Room Area.

Focus primarily on one of the two WWE Superstars. The match becomes much easier once you have defeated one of the Superstars. Use environmental grapples and Irish Whips to give yourself limited invincibility. You can also use Irish Whips to move one of the Superstars away from the action so you can focus on the other without interruption. Win the match, then talk to The Hurricane to earn 50 SP. Wait for Tiffany's phone call, answer it, then head to the parking lot to move on to the next week.

WEEK 4: JACKSONVILLE, FL

Match of the Week: Christian vs. William Regal vs. Tyson Kidd vs. David Hart Smith vs. Shelton Benjamin vs. Finlay (Battle Royal)

Story Progression 1: Arena Entrance

Story Progression 2: Tiffany—Arena Entrance

Story Progression 3: Match of the Week—Arena Entrance

Challenge Match: William Regal—North Locker Room (after Story Progression 1)

Side Stories: William Regal and Vladimir Kozlov—North Locker Room

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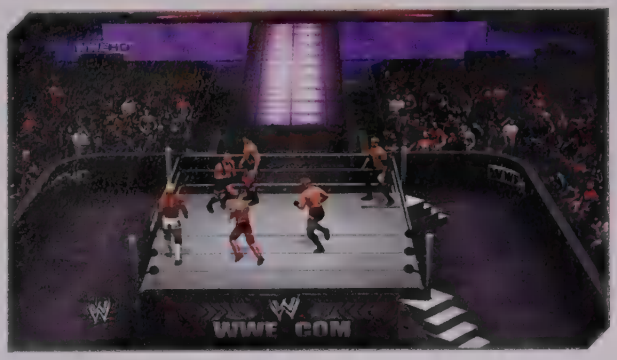


Use Irish Whips to knock opponents toward the edge of the ring. Aim for whichever minigame you're best at (turnbuckle or over the ropes). Let the computer do as much work for you as possible and do not interfere with the other WWE Superstars if they're attempting to force someone out of the ring. This is not a must-win scenario; you move on to the next week either way. However, if you win, you get to select the opponent you face in the *Royal Rumble*. If you lose, you face whoever wins the Battle Royal.

ROYAL RUMBLE: WASHINGTON, D.C.

Match of the Week: Christian vs. Predetermined Opponent (No Disqualification Match)

Story Progression 1: Tiffany—Parking Lot (decide who to fight)

Story Progression 2: Arena Entrance

Side Stories: William Regal—Center Hallway (Right)

Side Stories: Tyson Kidd—Center Hallway (Left)

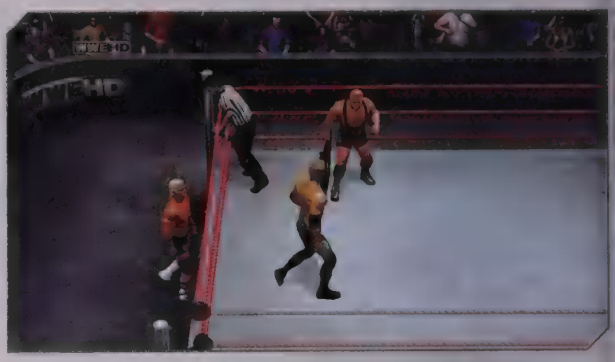
Side Stories: Big Show, Evan Bourne, and Rey Mysterio—North Locker Room +50 SP

Side Stories: The Miz, John Morrison, and Kelly Kelly—GM Office

Side Stories: Dolph Ziggler—Interview Area

TIP

For the side story featuring Big Show, Evan Bourne, and Rey Mysterio, talk to Big Show for a cinematic, then pick up a *Royal Rumble* number from the chair (shown on the in-game map as a purple dot). Talk to Rey Mysterio and Evan Bourne to give Bourne the number and earn 50 SP.



You cannot win the Match of the Week for the ECW Championship. Dolph Ziggler interrupts the match and the predetermined opponent pulls a object from under the ring. No matter how hard you try, at some point, the opponent will hit you with the object and pin you. It is not possible to escape the pin.

WEEK 5: PITTSBURGH, PA

Match of the Week: Christian vs. Dolph Ziggler (Singles)

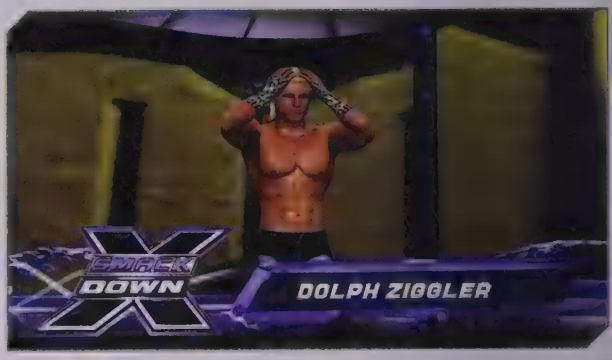
Story Progression: Arena Entrance

Side Stories: Edge—North Locker Room

Side Stories: Teddy Long—GM Office

Side Stories: CM Punk—Interview Area

Challenge Match: Kane-Parking Lot



WEEK 6: CINCINNATI, OH

Match of the Week: Christian & Edge vs. Mike Knox & R-Truth (Tag Team)

Story Progression 1: Teddy Long—Center Hallway (Main)

Story Progression 2: Edge—North Locker Room

Story Progression 3: Arena Entrance

Side Stories: CM Punk—Middle Locker Room

Side Stories: John Morrison—Interview Area

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WEEK 7: LOUISVILLE, KY

Match of the Week: Christian & Edge vs. Undertaker & Kane (Tag Team)

Story Progression 1: Edge—North Locker Room

Story Progression 2: Arena Entrance

Side Stories: Eve, Shad, and JTG—Diva Makeup Area

WEEK 8: CHICAGO, IL

Match of the Week: Christian with Manager Edge vs. Chris Jericho with Manager Big Show (Singles)

Story Progression 1: Edge—South Locker Room

Story Progression 2: Arena Entrance

Challenge Match: CM Punk—Left Hallway

The Match of the Week is of a Singles Match between

Christian and Chris Jericho, but Edge acts as Christian's ringside manager, and Big Show acts as Chris Jericho's manager. You cannot win the match by conventional methods. When you attempt to pin Jericho, Big Show interrupts, giving you the win by disqualification. However, the match continues after you win, ultimately shifting into a cinematic. Anything that happens after you've been awarded the win is inconsequential.

ELIMINATION CHAMBER: ST. LOUIS, MO

MATCH OF THE WEEK: CHRISTIAN VS. EVAN BOURNE VS. CM PUNK VS. WILLIAM REGAL VS. BIG SHOW VS. DAVID HART SMITH (MONEY IN THE BANK)

Story Progression 1: Match of the Week—Arena Entrance

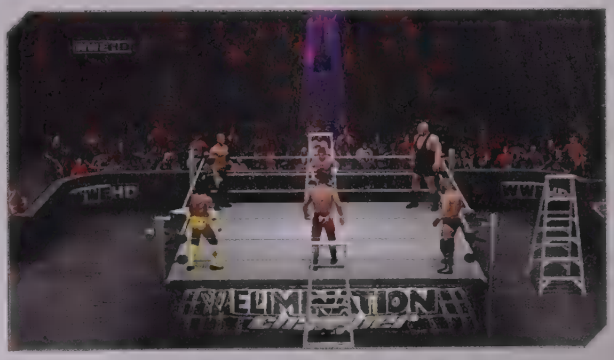
Story Progression 2: Edge—North Locker Room

Story Progression 3: Arena Entrance

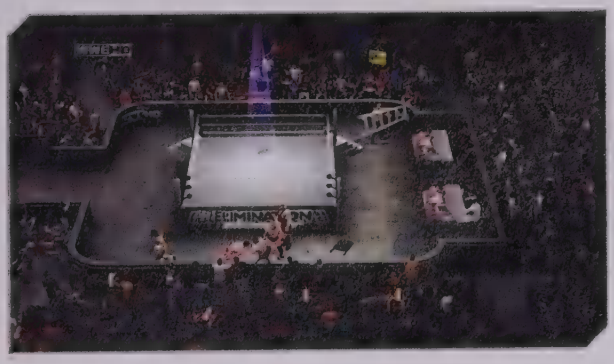
Side Stories: Edge—South Locker Room

Side Stories: R-Truth and Mike Knox—Arena Entrance

Time Machine Unlocked



The Match of the Week is a Money in the Bank Ladder Match against Evan Bourne, CM Punk, William Regal, Big Show, and David Hart Smith. There are two courses of action you can take. If you don't mind a slower paced match, step out of the ring and move all the ladders, except for one, up the ramp to the arena entrance. Pick up the one remaining ladder and stand outside the ring on the same side as the announcers. The other WWE Superstars will battle among themselves and eventually move toward the arena entrance to retrieve the other ladders. If any approach you, attack them with the ladder and move away. When all of the Superstars are outside of the ring and heading toward the arena entrance, move into the ring, set up the ladder in the center and climb to the hanging suitcase.



Move the other ladders to the arena entrance ...

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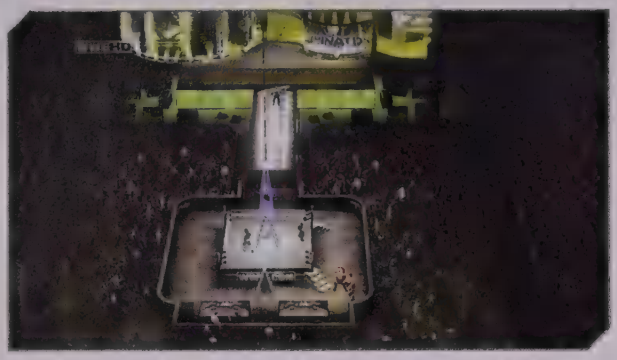
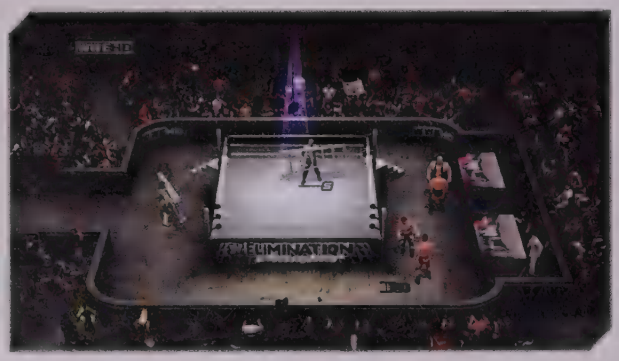
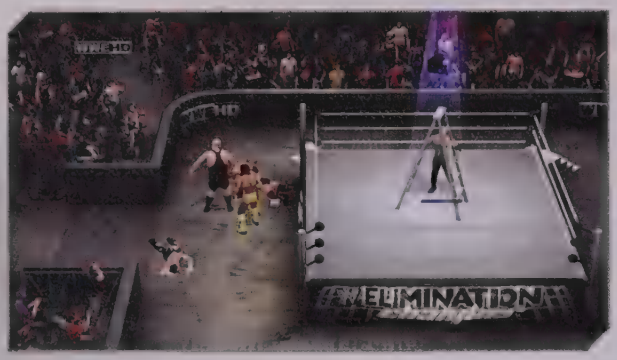


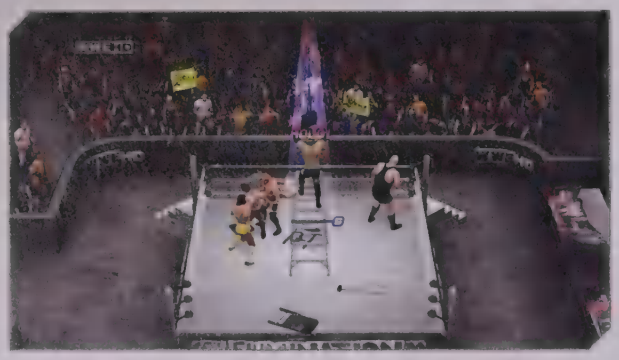
... then hold on to one ladder by the announcer's table.



Wait for the Superstars to clear the ring ...



... then set up the ladder ...



... and go for the suitcase.

As soon as you reach for the suitcase, the other Superstars will make a run for the ring. Follow the on-screen instructions and pull on the suitcase as much as you can until the other Superstars reach the ring. At this point, jump down to the mat, grab the ladder, and head back outside the ring. If the other ladders get brought back to the ring, move them back up to the arena entrance again. Repeat this process until you have the suitcase in-hand. It may take several attempts before you're able to obtain the suitcase, but this is the safest way to ensure no other Superstars can retrieve the suitcase.

The other method is to beat up the other WWE Superstars and use Irish Whips to knock them out of the ring. Then set up a ladder if it isn't already in center of the ring, and climb up to the suitcase. If you see another Superstar heading toward you, jump down before they start to shake the ladder. If you are forced off the ladder you take significant damage and are grounded for an extended time. This method is more dangerous, but you will obtain the suitcase faster than the other method.

WEEK 9: TAMPA, FL

Match of the Week: Christian & Edge vs. Cody Rhodes & Ted DiBiase (Tag Team)

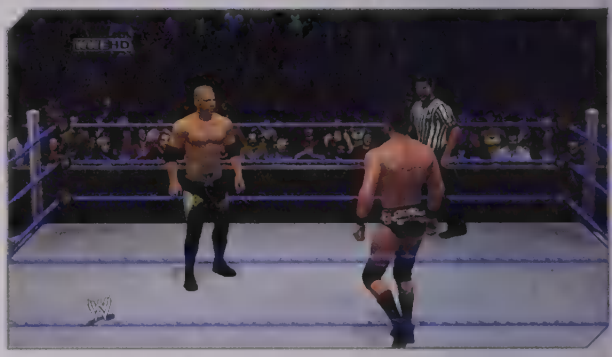
Story Progression: Match of the Week—Arena Entrance

Challenge Match: Chris Jericho—Training Room

Side Stories: CM Punk—Center Hallway (Main)

Side Stories: Edge—South Locker Room

Side Stories: Finlay—Interview Area



The Match of the Week is supposed to be a Tag Team Match. However, Edge does not tag into the match and soon leaves, which essentially creates a one-on-two Handicap Match. Focus on the first opponent in the ring and keep him away from his corner so that he can't tag in his partner. Once you've inflicted enough damage to keep him on the ground for an extended period of time, knock his partner off the edge of the ring and go for a pin or submission. If enough damage has been inflicted, you can win the match before your opponent's partner has enough time to recover from your attack, climb into the ring, and disrupt your pin attempt or submission hold.

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WEEK 10: BIRMINGHAM, AL

MATCH OF THE WEEK: CHRISTIAN VS. JOHN MORRISON VS. DOLPH ZIGGLER (TRIPLE THREAT)

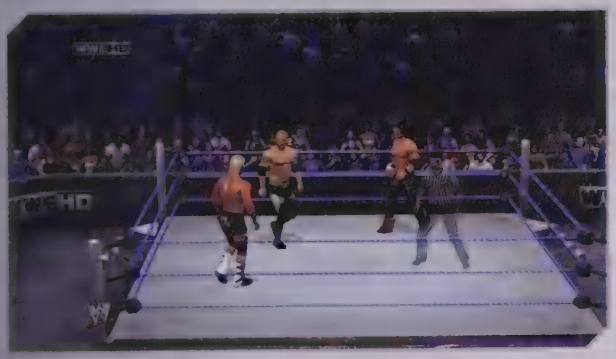
Story Progression 1: Edge—North Locker Room

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Teddy Long—GM Office

Side Stories: John Morrison—Interview Area

At the beginning of this week you can choose who you want to cash-in your Money in the Bank contract on. However, doing so shifts the timeline. It has to be done, but you do not have to do it this week. You can wait until *WrestleMania* before you're forced to make a selection. No matter what choice you make, if you make a selection before *WrestleMania*, the match against Edge or Shawn Michaels takes the place of the match that would have happened that week. Both bouts have standard rules for a Singles Match.



If you do not make a selection this week, the Match of the Week is Christian vs. John Morrison vs. Dolph Ziggler in a Triple Threat Match. In this match, the first Superstar to score a pinfall wins the match. If the two computer opponents are battling it out, let them attack each other, but be waiting for the attack to come to an end. As soon as it does, move the aggressive player away with an Irish Whip and attack the defending player to inflict even more damage and bring him closer to a pinfall or submission. If one of the opponents attempts to pin the other, make sure you break up the pin with an attack.

WEEK 11: SAN FRANCISCO, CA (TIMELINE-SHAWN MICHAELS SELECTION)

Match of the Week: Christian vs. Shawn Michaels (Singles)

Story Progression: Match of the Week—Arena Entrance

Challenge Match: Cody Rhodes and Ted DiBiase—Center Hallway (Main)

Side Stories: Edge—South Locker Room

WEEK 11: CHARLOTTE, NC (TIMELINE-EDGE SELECTION)

Match of the Week: Christian vs. Shawn Michaels (Singles)

Story Progression: Match of the Week—Arena Entrance

Side Stories: Matt Hardy—Center Hallway

Side Stories: R-Truth—Interview Area

WEEK 11: CHARLOTTE, NC (TIMELINE-NO SELECTION)

Match of the Week: Christian and Edge vs. Mike Knox and R-Truth (Win by KO)

Story Progression: *The Peep Show*—Arena Entrance

Challenge Match: Cody Rhodes and Ted DiBiase—Left Hallway

Side Stories: CM Punk and Dolph Ziggler—Parking Lot

Side Stories: Big Show—Interview Area

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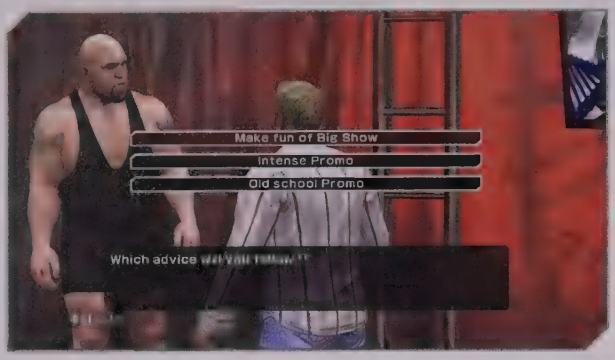


In the Big Show side story, Big Show asks you how he should act. If you select "Intense Promo," Big Show will help you in the Match of the Week if you need it. If you select the "Make fun of Big Show" option, it initiates a Locker Room Area. If you select "Old-school Promo," it has a neutral effect.

The Match of the Week takes place when R-Truth and Mike Knox interrupt The Peep Show. Christian and Edge must engage both Superstars and KO them to win. Think of this as a Locker Room Area that takes place in the ring. The computer-controlled Edge will automatically start attacking one of the opponents. You should attack the other and remain focused on him until you score a KO, then focus on Edge's opponent.

WEEK 12: LAS VEGAS, NV (TIMELINE-SHAWN MICHAELS SELECTION)

Match of the Week: Christian & Edge vs. Shawn Michaels & Triple H (Tag Team)

Story Progression 1: Edge—South Locker Room

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: CM Punk and Dolph Ziggler—Center Hallway (Right)

WEEK 12: LAS VEGAS, NV (TIMELINE-EDGE SELECTION)

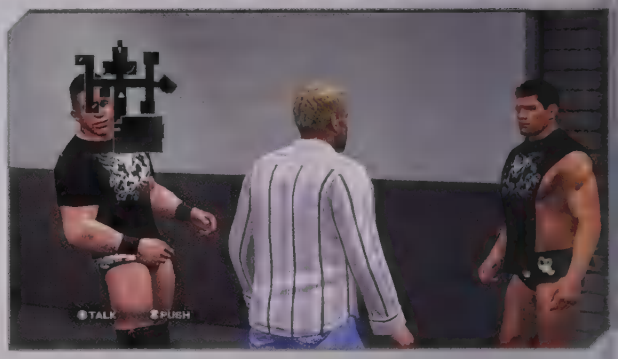
Match of the Week: Christian vs. R-Truth (Singles)

Story Progression: Match of the Week—Arena Entrance

Side Stories: CM Punk and Dolph Ziggler—Center Hallway (Right)

Side Stories: Edge—South Locker Room

Challenge Match: Cody Rhodes and Ted DiBiase-Left Hallway



The Challenge Match that takes place after the Match of the Week is a one-on-two Handicap Match with Christian facing off against Cody Rhodes and Ted DiBiase. You must face both Superstars simultaneously. Focus on grapples and Irish Whips to remain invincible to attacks as long as possible. If both opponents are in close proximity, move one away with an Irish Whip. If you can follow that by knocking him out of the ring, that will buy you even more time to focus on the remaining opponent.

Once you have significantly weakened one opponent, knock him to the ground, then toss the other opponent outside of the ring and go for a pin or submission hold to end the match. If the healthier opponent is not tossed out of the ring, he may interfere with your pin or submission attempt and make it very difficult for you to win the match.

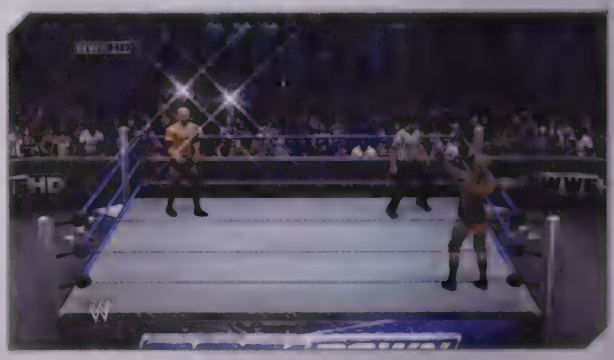
WEEK 12: LAS VEGAS, NV (TIMELINE-NO SELECTION)

Match of the Week: Christian vs. Randy Orton (Singles)

Story Progression: Match of the Week—Arena Entrance

Side Stories: CM Punk and Dolph Ziggler—Center Hallway (Main)

Side Stories: Teddy Long—GM Office



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WRESTLEMANIA: GLENDALE, AZ (TIMELINE-SHAWN MICHAELS SELECTION AT *WRESTLEMANIA*)

Match of the Week: Christian vs. Shawn Michaels (*Tables, Ladders & Chairs*)

Story Progression 1: Edge—South Locker Room

Story Progression 2: Match of the Week—Arena Entrance

Challenge Match: Stone Cold Steve Austin—Green Room

Side Stories: Shad and JTG—Center Hallway (Main)

Side Stories: Teddy Long—GM Office

Side Stories: William Regal and Vladimir Kozlov—Center Hallway (Right)

Side Stories: Shawn Michaels—North Locker Room

Side Stories: Santino Marella—Middle Locker Room

The Match of the Week is a *Tables, Ladders & Chairs* Match between Christian and Shawn Michaels. The WWE Championship hangs above the center of the ring. Set up a ladder or table on one or more of the turnbuckles and Irish Whip Shawn Michaels into them, then follow it with a grapple to maximize the damage inflicted.

Once you've inflicted significant damage to Shawn Michaels, leave him grounded and set up a ladder in the center of the ring. Pick up Michaels and toss him out of the ring. If you want to maximize the time you have to reach for the WWE Championship, prop Michaels up on the announcer's table and use an aerial attack from the turnbuckle to slam him through the table.

Climb the ladder and follow the on-screen instructions to bring the title down. If Michaels gets to his feet, he will immediately make a run for the ring. As soon as he enters the ring, jump down from the ladder and repeat the process to avoid taking heavy damage by being knocked off the ladder. You may have to repeat this method multiple times until the WWE title comes loose.

WRESTLEMANIA: GLENDALE, AZ (TIMELINE-EDGE SELECTION AT *WRESTLEMANIA*)

Match of the Week: Christian vs. Edge (*Tables, Ladders & Chairs*)

Story Progression: Match of the Week—Arena Entrance

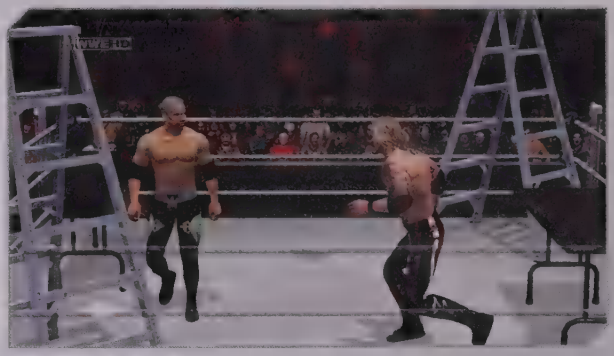
Challenge Match: Steve Austin—Green Room

Side Stories: Shad and JTG—Center Hallway (Main)

Side Stories: Teddy Long—GM Office

Side Stories: Santino Marella—Left Hallway

Side Stories: William Regal and Vladimir Kozlov—Middle Locker Room



TIP

Follow the strategy for winning the *Tables, Ladders & Chairs* Match in the other timeline(s) to win this World Heavyweight Championship match.

WRESTLEMANIA: GLENDALE, AZ (TIMELINE-EDGE SELECTION)

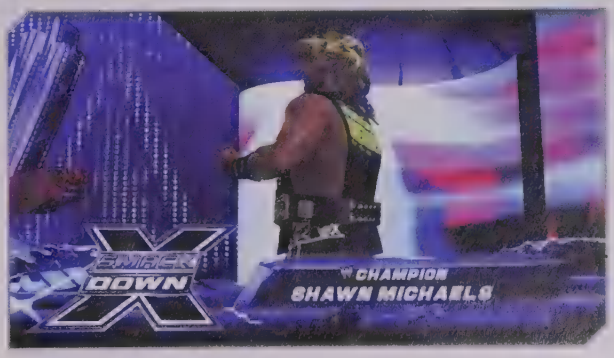
Match of the Week: Christian vs. Edge (*Tables, Ladders & Chairs*)

Story Progression: Match of the Week—Arena Entrance

Challenge Match: Steve Austin—Green Room

Side Stories: Santino Marella—Left Hallway

Side Stories: William Regal and Vladimir Kozlov—Middle Locker Room



WRESTLEMANIA: GLENDALE, AZ (TIMELINE-SHAWN MICHAELS SELECTION)

TIP

Follow the strategy for winning the *Tables, Ladders & Chairs* Match in the other timeline(s) to win this World Heavyweight Championship match.

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Match of the Week: Christian vs. Edge (*Tables, Ladders & Chairs*)

Story Progression: Match of the Week—Arena Entrance

Challenge Match: Steve Austin—Green Room

Side Stories: Shad and JTG—Center Hallway (Main)

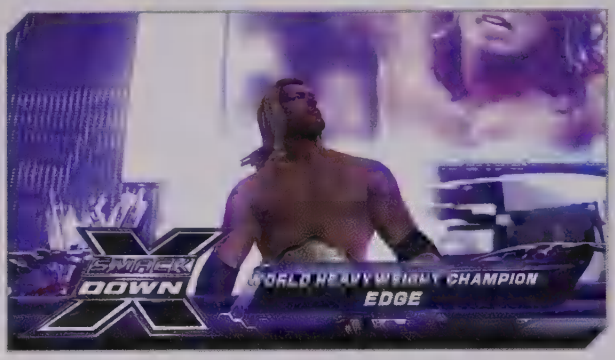
Side Stories: Teddy Long—GM Office

Side Stories: William Regal and Vladimir Kozlov—Center Hallway (Right)

Side Stories: Shawn Michaels—North Locker Room

Side Stories: Santino Marella—Middle Locker Room

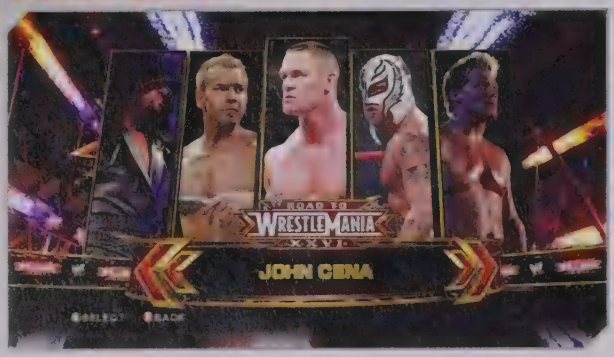
Side Stories: Edge—South Locker Room



TIP

Follow the strategy for winning the *Tables, Ladders & Chairs* Match in the other timeline(s) to win this World Heavyweight Championship match.

JOHN CENA

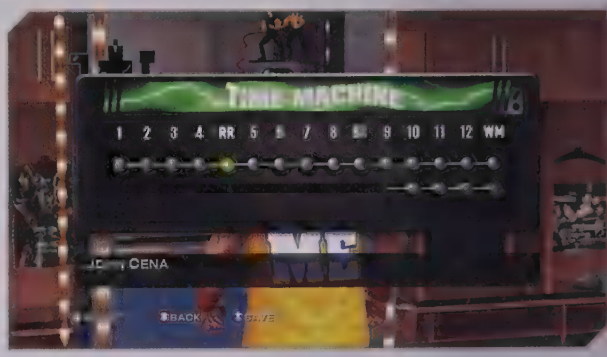


CHALLENGE MATCHES

JOHN CENA CHALLENGE MATCHES

Week	Match	Match Type	How to Access
Week 4	John Cena vs. Sheamus	Locker Room Area	Talk to Sheamus (Middle Locker Room).
Week 5	John Cena and MVP vs. Mike Knox and R-Truth	Tag Team	Talk to MVP (Right Hallway).
Week 7	John Cena and MVP vs. Mike Knox and R-Truth	Tag Team	Talk to MVP (South Locker Room).
Week 8	John Cena vs. Cody Rhodes and Ted DiBiase	Locker Room Area	Talk to Cody Rhodes and Ted DiBiase (Middle Locker Room)
Week 11	John Cena and Santino vs. Cody Rhodes and Ted DiBiase	Tag Team	Talk to Santino (Middle Locker Room), then talk to Cody Rhodes and Ted DiBiase (North Locker Room).
WrestleMania XXVI	John Cena vs. Mr. McMahon, Drew McIntyre and Sheamus	Handicap	Talk to Mr. McMahon (Green Room).

TIMELINES



WEEK 1: MONTREAL, CANADA

Match of the Week: John Cena vs. MVP (Singles)

Story Progression: Match of the Week—Arena Entrance

Side Stories: MVP—Center Hallway (Main)

Side Stories: Eve and Cody Rhodes—Left Hallway

Side Stories: Stephanie McMahon—GM Office

Side Stories: Randy Orton—North Locker Room

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WEEK 2: BOSTON, MA

Match of the Week: None

Story Progression 1A: Cody Rhodes, Ted DiBiase, and MVP—North Locker Room

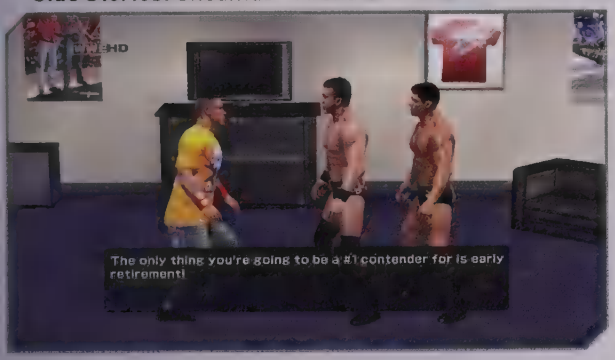
Story Progression 1B: Cody Rhodes, Ted DiBiase, and MVP—South Locker Room

Side Stories: Stephanie McMahon—GM Office

Side Stories: Maryse and Beth Phoenix—Diva Makeup Area

Side Stories: Mark Henry—Interview Area

Side Stories: Sheamus—Arena Entrance



There are two options this week in terms of story progression. If you go to the North Locker Room, you initiate a cinematic of Cody Rhodes and Ted DiBiase beating up MVP. You jump in to help and a Locker Room Area occurs, pitting John Cena and MVP against Rhodes and DiBiase. If you choose to go to the South Locker Room, the cinematic is of Rhodes and DiBiase jumping you, followed by a very brief Locker Room Area. The bout is quickly interrupted by MVP as he comes to your aid. Both matches are very similar, but you can only participate in one. The week comes to an end after the completion of either match.

WEEK 3: NEW YORK, NY

MATCH OF THE WEEK: JOHN CENA & MVP VS. CODY RHODES, TED DIBIASE, & RANDY ORTON (HANDICAP)

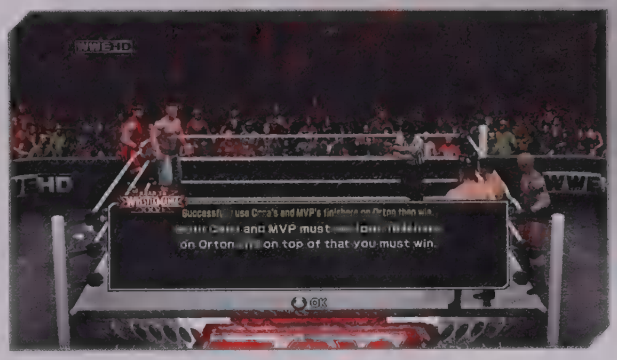
Story Progression 1: MVP and Randy Orton—North Locker Room

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Stephanie McMahon—GM Office

Side Stories: Ezekiel Jackson—Training Room

Side Stories: Sheamus—Middle Locker Room



In the Match of the Week, not only are you in a two-on-three Handicap Match, but in order to successfully win, you must perform Cena and MVP's Finishers on Randy Orton, then defeat any of the opponents by pinfall or submission hold. It doesn't matter what happens to Rhodes and DiBiase until both Finishers have been used on Orton.

Orton will not start the Handicap Match, but he is the first to be tagged in. Inflict damage to the initial opponent, but try to keep the fight near their corner. When the opponent eventually tags Orton in, make sure to keep him away from his corner. If you allow Orton to tag out before you've connected both Finishers, it could be a while before he's tagged back in again, delaying the matching considerably.

When Orton tags in, build up momentum and use a Finisher as quickly as possible. While Orton is stunned, quickly tag in your other WWE Superstar and repeat the process. Once you have connected both Finishers, Orton will probably be the most damaged opponent, so try to keep him away from his tag partners. When Orton has been damaged enough, slam him to the ground and knock both of his partners off the ring edge. If you do this after connecting a Signature Move or Finisher, MVP should assist in this as soon as you initiate a pin or submission hold. Either way, do not attempt to win the match until you have knocked down both partners waiting at the edge of the ring. This gives you enough time to successfully win before the opponents can break your pin or submission attempt.

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WEEK 4: ROANOKE, VA

MATCH OF THE WEEK: JOHN CENA VS. SELECTED OPPONENT (SINGLES)

Story Progression 1: Randy Orton—North Locker Room

Story Progression 2: Stephanie McMahon—GM Office

Challenge Match: Sheamus—Middle Locker Room

Side Stories: Sheamus and Maryse—Middle Locker Room

NOTE

When you talk to Stephanie McMahon in the GM Office, you select your opponent for the Match of the Week. You can choose between Big Show, Dolph Ziggler, or The Miz.

NOTE

To initiate the Challenge Match with Sheamus, walk up to him to get a cinematic, then talk to him after the cinematic to start the Challenge Match.

ROYAL RUMBLE: WASHINGTON, D.C.

Match of the Week: None

Story Progression 1: Ezekiel Jackson and Vladimir Kozlov—North Locker Room

Story Progression 2: Stephanie McMahon—GM Office

Side Stories: Cody Rhodes and Ted DiBiase—Parking Lot

Fight Jackson and Kozlov in the GM Office ...

... or the parking lot.

There is no Match of the Week this week. Instead, you must fight Ezekiel Jackson and Vladimir Kozlov in a Handicap Locker Room Area. You can determine where the bout takes place by how you respond to Stephanie McMahon during story progression 2. If you select "No," you immediately battle the opponents in the GM Office. If you select "Yes," and time runs out, the bout moves to the parking lot as you make your way out. In both scenarios, you must defeat both opponents within a 4-minute time limit. Focus exclusively on one of the two opponents to score a KO as quickly as possible, then shift your attention to the other opponent. Use object destruction grapples, Signature Moves, Finishers, and other high-damage attacks as much as possible.

TIP

There's more room to battle in the parking lot, but high-damage object destruction grapples are easier to reach in the GM Office. If you have problems handling two opponents at once, select the parking lot and use Irish Whips to move one of the opponents away. If you can handle two opponents but are running out of time, select the GM Office.

WEEK 5: MEMPHIS, TN

Match of the Week: John Cena & Mickie James vs. Dolph Ziggler & Maryse (Mixed Tag Team)

Story Progression 1: Stephanie McMahon—GM Office

Story Progression 2: Mickie James—Center Hallway (Main)

Story Progression 3: Match of the Week—Arena Entrance

Challenge Match: MVP—Right Hallway

Side Stories: Sheamus—Arena Entrance

Side Stories: Kofi Kingston—Interview Area

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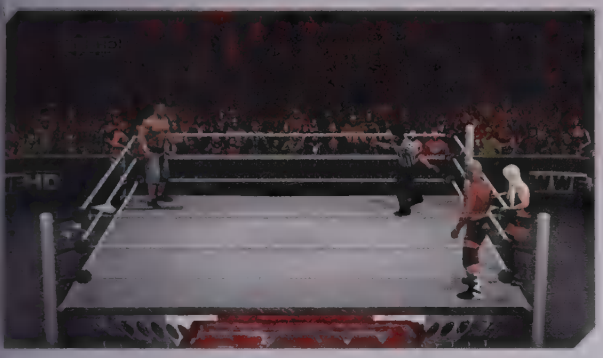


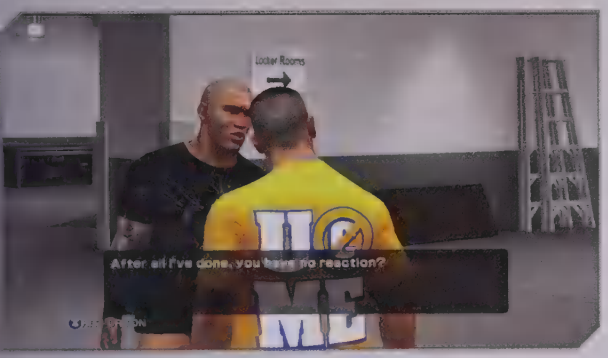
CAUTION

The Match of the Week is a Mixed Tag Team Match. This means that only the WWE Superstars can face each other, and only the WWE Divas can face each other. The Superstars cannot attack the Divas and the Divas cannot attack the Superstars. If one tags out, the other automatically tags out as well.

WEEK 6: LITTLE ROCK, AR

Match of the Week: None

Story Progression: Randy Orton—Center Hallway (Main)



TIP

When Orton confronts you in the hallway, you have an option to hit him. You can take this option or you can choose to do nothing. No matter what happens, a Locker Room Area follows the cinematic, Cena is taken away, and no Match of the Week takes place.

WEEK 7: WICHITA, KS

Match of the Week: John Cena & MVP vs. Ezekiel Jackson & Vladimir Kozlov (Tornado Tag Elimination-Style Tables)

Story Progression 1: MVP—South Locker Room

Story Progression 2: Randy Orton, Ezekiel Jackson, Vladimir Kozlov, and MVP—GM Office

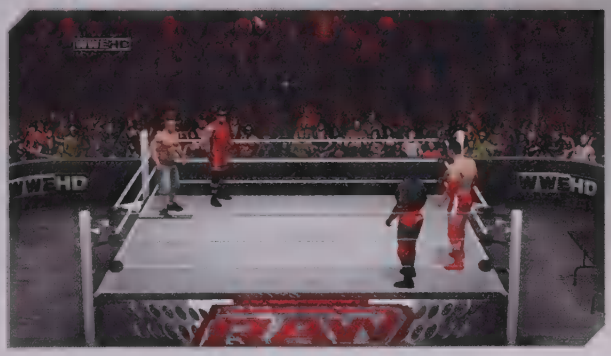
Story Progression 3: Match of the Week—Arena Entrance

Challenge Match: MVP—South Locker Room

Side Stories: Santino Marella—Center Hallway (Main)

Side Stories: Evan Bourne—Training Room

Side Stories: John Morrison—Interview Area



In the Tornado Tag Elimination-Style Tables Match, all four WWE Superstars are in the ring at once. To win, you must slam both opponents through tables. Let the computer-controlled MVP handle whichever opponent he selects, while you focus on the remaining opponent. Inflict significant damage to the opponent, set up tables on the turnbuckles, Irish Whip the opponent into the table, then perform a grapple. If the opponent has taken enough damage, the table breaks and that opponent is eliminated. Once both opponents are eliminated the match comes to an end.

WEEK 8: OMAHA, NE

Match of the Week: John Cena vs. Mark Henry (Singles)

Story Progression 1: Santino Marella—Parking Lot

Story Progression 2: *V.I.P. Show*—Arena Entrance

Story Progression 3: Match of the Week—Arena Entrance

Side Stories: Mark Henry—Center Hallway (Main)

Challenge Match: Cody Rhodes and Ted DiBiase—Middle Locker Room

Side Stories: Triple H and Shawn Michaels—North Locker Room

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NOTE

To initiate the Challenge Match you must talk to DiBiase and Rhodes twice.

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ELIMINATION CHAMBER: ST. LOUIS, MO

Match of the Week: John Cena vs. MVP (Last Man Standing)

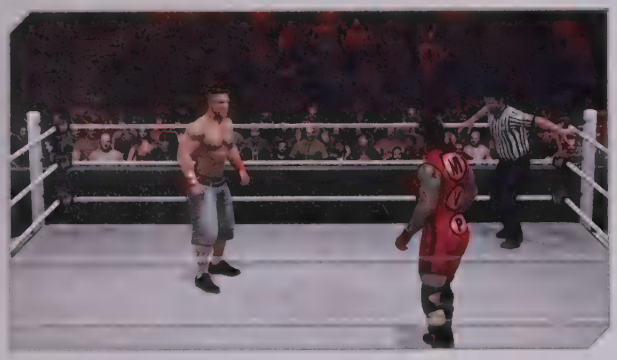
Story Progression 1: MVP—Arena Entrance

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Randy Orton—GM Office

Side Stories: Triple H and Shawn Michaels—North Locker Room

Side Stories: Eve—Diva Makeup Area



TIP

In a Last Man Standing Match, the opponent must be grounded for a full 10-count to win. Inflict significant damage to MVP, then let him sit on the floor until you get a 10-count. If you touch MVP while he's grounded, the 10-count starts over.

WEEK 8: TACOMA, WA

Match of the Week: John Cena vs. MVP (Special Referee: Randy Orton)

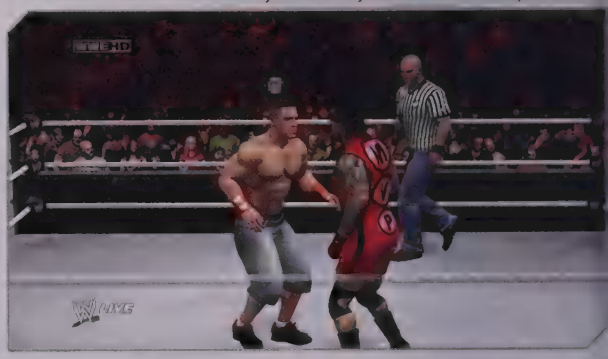
Story Progression 1: Randy Orton—GM Office

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Cody Rhodes and Ted DiBiase—Middle Locker Room

Side Stories: MVP—North Locker Room

Side Stories: Mark Henry and Maryse—Diva Makeup Area



In the Match of the Week, after John Cena and MVP battle for a while, Orton states that a chair has been placed on the ramp that leads to the arena entrance. You must make a decision here that determines which timeline you follow. If you grab the chair and hold on to it or hit MVP with it, you follow one timeline. If you do not touch the chair, or allow MVP to obtain the chair, this takes you down an alternate timeline.

If MVP acquires the chair, he wins the match. You still advance to the next week, but you do not earn any SP for the match. If you take the chair, you advance to the next week and earn SP for the match.

WEEK 10: PORTLAND, OR (TIMELINE–JOHN CENA TAKES CHAIR)

Match of the Week: John Cena vs. Kofi Kingston (No time Disqualification Match)

Story Progression 1: Randy Orton—GM Office

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Mark Henry—Training Room

Side Stories: MVP—Interview Area

Side Stories: Kofi Kingston—Arena Entrance

WEEK 10: PORTLAND, OR (TIMELINE-MVP TAKES CHAIR)

Match of the Week: John Cena & Santino Marella vs. Sheamus & Big Show (Tag Team: "Age of Orton" Rules)

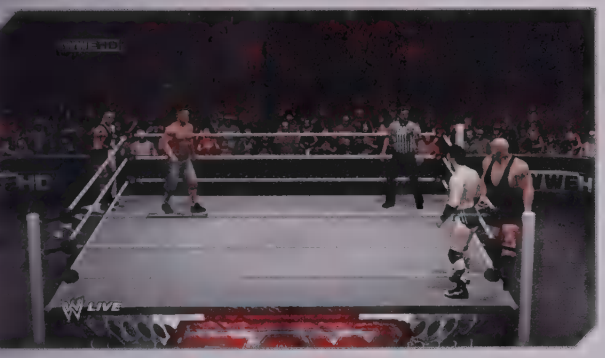
Story Progression 1: Santino Marella—Center Hallway (Right)

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Kofi Kingston—Training Room

Side Stories: Maryse—Diva Makeup Area

Side Stories: MVP—Interview Area



This Match of the Week has very special rules. The Age of Orton rules state that Sheamus and Big Show do not have to worry about count outs or rope breaks and can pin an opponent with a normal 3-count. However, Cena and Santino must win with a 5-count if attempting a pinfall and are under the normal count out and rope break rules. You can avoid these limitations by winning with a submission hold.

WEEK 11: SAN FRANCISCO, CA (TIMELINE-JOHN CENA TAKES CHAIR)

Match of the Week: John Cena vs. Evan Bourne (Cage)

Story Progression: Match of the Week—Arena Entrance

Challenge Match: Cody Rhodes and Ted DiBiase—North Locker Room

Side Stories: Triple H and Shawn Michaels—Center Hallway (Main)

Side Stories: Randy Orton—GM Office

Side Stories: Santino Marella—Middle Locker Room

Side Stories: Maryse—Diva Makeup Area

TIP

To win the Cage Match, weaken the opponent, then attempt to exit the ring. Instead of going through the door, you can climb the cage. Follow the on-screen instructions to reach the top of the cage. You must wait until the opponent is weakened enough to remain on the ground for an extended period of time. Otherwise he will pull you off the cage.

WEEK 11: SAN FRANCISCO, CA (TIMELINE-MVP TAKES CHAIR)

Match of the Week: John Cena vs. MVP vs. Undertaker vs. Christian vs. CM Punk vs. Shelton Benjamin (Battle Royal Over-the-Top-Rope Elimination)

Story Progression: Match of the Week—Arena Entrance

Challenge Match: Cody Rhodes and Ted DiBiase—Center Hallway (Right)

Side Stories: Santino Marella—Parking Lot

Side Stories: Triple H and Shawn Michaels—North Locker Room

TIP

To win the Match of the Week you must be the last man standing, with all opponents being knocked over the top rope, out of the ring.

NOTE

You must talk to Santino Marella before the Week 11 Challenge Match can take place

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WEEK 12: LOS ANGELES, CA (TIMELINE-JOHN CENA TAKES CHAIR)

Match of the Week: John Cena & Santino Marella vs. Sheamus & Big Show (Tag Team: Age of Orton Rules)

Story Progression 1: Randy Orton and MVP—GM Office

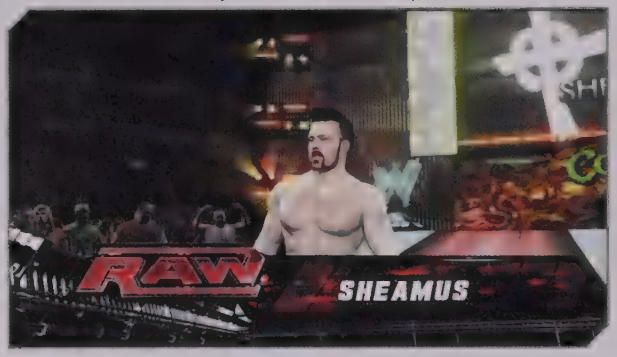
Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Rob Van Dam—Green Room

Side Stories: Shawn Michaels—Training Room

Side Stories: Triple H—North Locker Room

Side Stories: Maryse—Diva Make-Up Room



WEEK 12: LOS ANGELES, CA (TIMELINE-MVP TAKES CHAIR)

Match of the Week: None

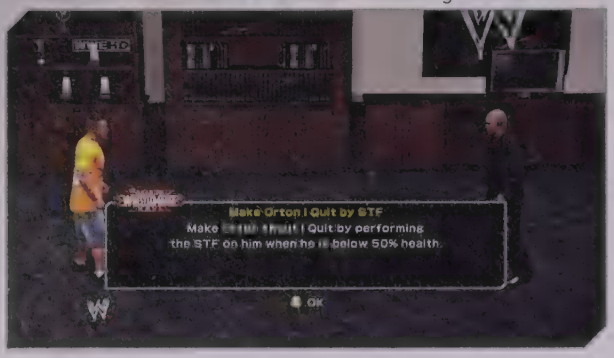
Story Progression 1: Zeke and Vladimir Kozlov

Story Progression 2: Randy Orton—GM Office

Side Stories: Triple H—North Locker Room

Side Stories: Rob Van Dam—Green Room

Side Stories: Shawn Michaels—Training Room



There is no Match of the Week for this week, but you must face Randy Orton in the GM office. To win the match, you must use John Cena's STF Finisher once Orton is weakened (his health is below 50 percent).

WRESTLEMANIA: GLENDALE, AZ (TIMELINE-JOHN CENA TAKES CHAIR)

Match of the Week: John Cena vs. MVP vs. Randy Orton with Managers Vladimir Kozlov, Cody Rhodes, & Ted DiBiase (Triple Threat Lumberjack)

Story Progression: Match of the Week—Arena Entrance

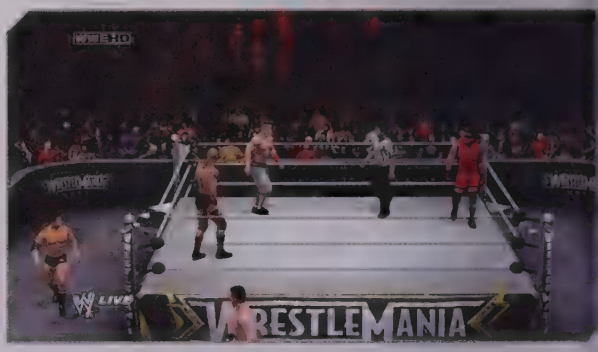
Challenge Match: Mr. McMahon—Green Room

Side Stories: Sheamus and Beth Phoenix—Center Hallway (Main)

Side Stories: Cody Rhodes and Ted DiBiase—Right Hallway

Side Stories: Chris Jericho and CM Punk—North Locker Room

Side Stories: MVP—Arena Entrance



The Triple Threat Lumberjack Match for the WWE Championship can be tricky if you're not careful. Kozlov, DiBiase, and Rhodes wait outside the ring for Cena or MVP to get knocked out. If either WWE Superstar falls out of the ring, all three managers may attack.

Stay in the ring as much as possible and focus on one of the two opponents. MVP has lower stats than Orton, which means he's easier to defeat, but focus on whichever Superstar gives you the most opportunities to attack. When Orton is weakened, knock MVP out of the ring, then go for a pin or submission hold on Orton to win. Orton's lumberjacks should keep the other opponent occupied long enough to secure the win if your target is weakened enough.

WRESTLEMANIA: GLENDALE, AZ (TIMELINE-MVP TAKES CHAIR)

Match of the Week: John Cena vs. MVP vs. Randy Orton with Managers Vladimir Kozlov, Cody Rhodes, & Ted DiBiase (Triple Threat Lumberjack)

Story Progression: Match of the Week—Arena Entrance

Challenge Match: Mr. McMahon—Green Room

Side Stories: Sheamus and Beth Phoenix—Center Hallway (Main)

Side Stories: Cody Rhodes and Ted DiBiase—Middle Locker Room

Side Stories: Chris Jericho and CM Punk—North Locker Room

Side Stories: MVP—Arena Entrance

TIP

Follow the strategy for winning the Triple Threat Lumberjack Match in the other timeline(s) to win this WWE Championship match.

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REY MYSTERIO

CHALLENGE MATCHES

REY MYSTERIO CHALLENGE MATCHES

Week	Match	Match Type	How to Access
Week 3	Rey Mysterio vs. Chris Jericho	Submission	Talk to Edge (North Locker Room) and Chris Jericho (Parking Lot).
Week 4	Rey Mysterio and Los Conquistadors vs. Legacy	6 Man Tag Team	Talk to Edge and Christian (Right Hallway).
Week 6	Rey Mysterio vs. R-Truth	Singles	Talk to R-Truth and Mike Knox (Left Hallway).
Week 9	Rey Mysterio or Evan Bourne vs. Randy Orton	Singles	Talk to Randy Orton (North Locker Room).
Week 10	Rey Mysterio vs. The Hurricane	Cage	Talk to The Hurricane (South Locker Room).
WrestleMania XXVI	Rey Mysterio vs. Terry Funk	Singles	Talk to Terry Funk (Green Room).

TIMELINE(S)

WEEK 1: DALLAS, TX

Match of the Week: None

Story Progression: None

Side Stories: None

The first week opens with Rey Mysterio getting in a car accident. After the accident, you must make a choice. Jack Swagger and Evan Bourne are facing off in the parking lot. They continue to battle it out until you attack one of them. The Superstar you attack determines the timeline(s) for the following week, but does not effect any other week. If you attack both Superstars, the one you attack first determines the timeline(s) for Week 2.

NOTE

For details on how the timeline(s) is affected, please see Week 2.

WEEK 2: TUCSON, AZ

MATCH OF THE WEEK: REY MYSTERIO VS. SHELTON BENJAMIN OR JOHN MORRISON (SINGLES)

Story Progression 1A: Evan Bourne—Right Hallway

Story Progression 1B: Jack Swagger—Right Hallway

Story Progression 2: Match of the Week—Arena Entrance

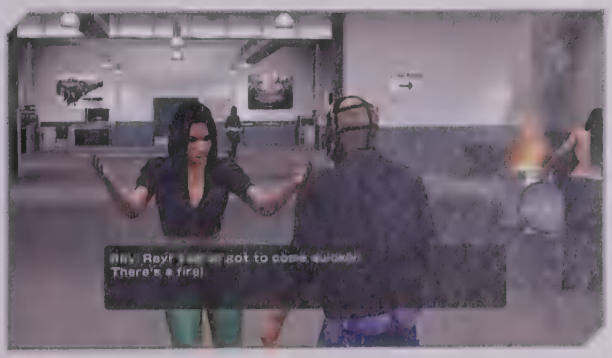
Side Stories: Brie Bella and Nikki Bella—Center Hallway (Main)

Side Stories: Trainer—Training Room

Side Stories: Shelton Benjamin (hit Swagger) or John Morrison (hit Bourne)—Left Hallway

Side Stories: Theodore Long—GM Office

Side Stories: Batista—North Locker Room



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The week opens with Brie Bella standing in the center hallway. Approach her for some dialogue, then approach Nikki Bella just ahead. She asks you to find a fire extinguisher (marked by purple dots on the map). The closest fire extinguisher is either directly behind you or directly ahead of you. Both are roughly the same distance from your current position. Interact with the fire extinguisher to continue with the week.

Many of the events of Week 2 are determined by who you attack during Week 1. If you attack Jack Swagger, it results in story progression 1A and Shelton Benjamin appears in the left hallway and in the Match of the Week. If you attack Evan Bourne, it results in story progression 1B and John Morrison appears in the left hallway and in the Match of the Week. In story progression 1A, you can call Evan Bourne before the Match of the Week to be your manager at ringside. In story progression 1B, you can call Jack Swagger before the Match of the Week.

WEEK 3: SALT LAKE CITY, UT

Match of the Week: Rey Mysterio & Selected Partner vs. Mike Knox & R-Truth (Tag Team)

Story Progression 1A: Jack Swagger—Middle Locker Room

Story Progression 1B: Evan Bourne—South Locker Room

Story Progression 2: Match of the Week—Arena Entrance

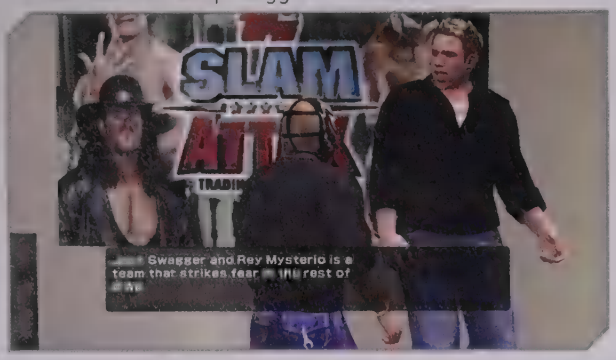
Challenge Match 1A: Edge—North Locker Room

Challenge Match 1B: Chris Jericho—Parking Lot

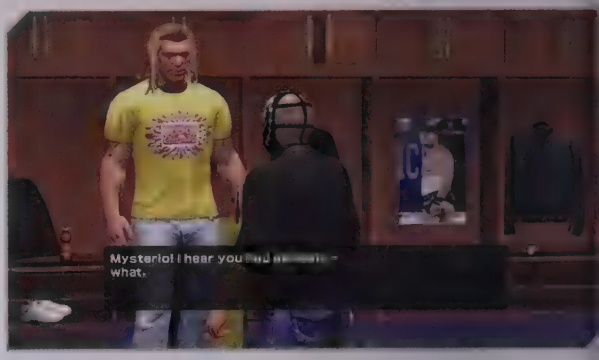
Side Stories: Batista—Center Hallway (Main)

Side Stories: John Morrison—Interview Area

Side Stories: Dolph Ziggler—Arena Entrance



In this week, you must determine who you want as your tag team partner. Before you decide who you want to partner with, you can speak with any of the side story Superstars about partnering up, but you cannot partner with them. When you speak with Swagger (story progression 1A), or Bourne (story progression 1B), you are asked if you want to partner with each Superstar. You do not have to decide immediately, simply respond negatively, then you can talk to either Superstar again to confirm you want them as a tag partner. You can talk to both Superstars before making a decision, but you can only select one of them.



For the Challenge Match this week, you must first talk to Edge in the North Locker Room, then speak with Chris Jericho in the parking lot. You cannot initiate the Challenge Match unless you speak with both Superstars in the specified order.

WEEK 4: BISMARCK, ND

Match of the Week: Rey Mysterio vs. JTG vs. Mike Knox (Triple Threat)

Story Progression 1: Ladder—Parking Lot

Story Progression 2: John Morrison and Shelton Benjamin—Center Hallway (Main)

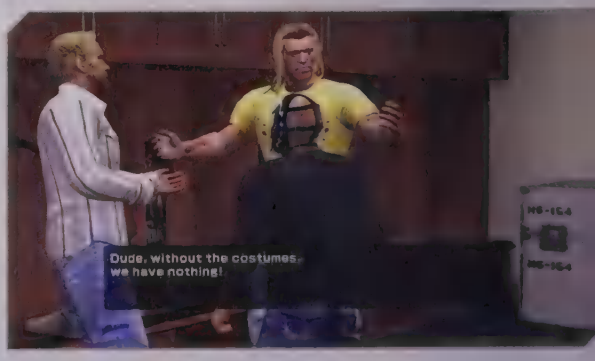
Story Progression 3: Trainer—Training Room

Story Progression 4: Jack Swagger—Arena Entrance

Story Progression 5: Match of the Week—Arena Entrance

Challenge Match: Edge and Christian—South Locker Room

For the main story progression of this week, you must first walk over to the endangered security guard hanging from the truck in the parking lot. Walk over to the ladder on the ground to continue to the next story progression.



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To initiate the Challenge Match this week, you must go to the South Locker Room and speak with Edge and Christian. They ask you to find their ring gear, which is located in the green room (shown as a purple dot on the in-game map). Pick up their ring gear, then go back to the South Locker Room and speak with Edge and Christian again to accept the Challenge Match.

ROYAL RUMBLE: WASHINGTON, D.C.

Match of the Week: ***Royal Rumble***

Story Progression 1: Jack Swagger—North Locker Room

Story Progression 2: Mr. McMahon—GM Office

Story Progression 3: Match of the Week—Arena Entrance

The *Royal Rumble* is the Match of the Week. You start as No. 16 and must survive until Evan Bourne enters at No. 30. Before you arrive at No. 16, Santino Marella, R-Truth, Ted DiBiase, and Cody Rhodes are facing off in the ring. After you arrive, Big Show, Kofi Kingston, David Hart Smith, Dolph Ziggler, Mike Knox, JTG, CM Punk, Zack Ryder, Ezekiel Jackson, Shad, John Morrison, Shelton Benjamin, Finlay and finally Evan Bourne enter the ring in intervals.

WEEK 5: PITTSBURGH, PA

Match of the Week: Rey Mysterio vs. Edge (Singles)

Story Progression 1: Evan Bourne—South Locker Room

Story Progression 2: Jack Swagger—North Locker Room

Story Progression 3: Match of the Week—Arena Entrance

Side Stories: CM Punk—Interview Area

NOTE

In the Match of the Week, it does not matter how well you perform, you cannot win the match. As the match progresses, Jack Swagger interrupts and forces you to lose by disqualification.

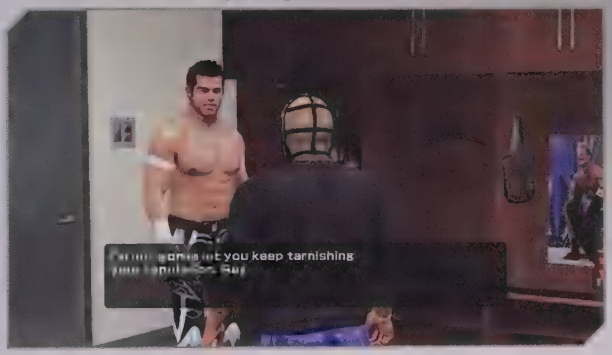
WEEK 6: CINCINNATI, OH

Match of the Week: None

Story Progression: Jack Swagger—South Locker Room

Challenge Match: R-Truth and Mike Knox—Left Hallway

Side Stories: Teddy Long—GM Office

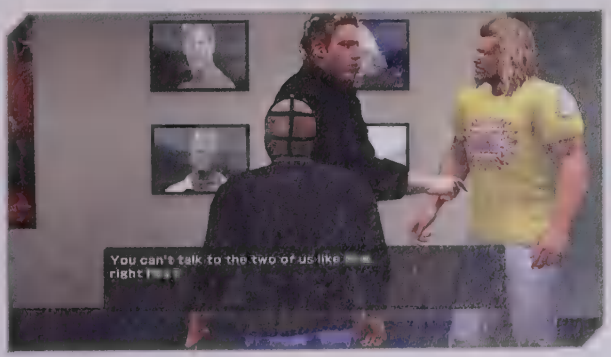


There is no Match of the Week this week. Instead, you engage Evan Bourne in a Locker Room Area after speaking with Jack Swagger in the South Locker Room. You do not have to win the Locker Room Area. Do not use too many object destruction grapples on the lockers because it requires a lengthy animation that you simply do not have time for. One or two is okay to use because they inflict significant damage, but any more than that and you're wasting time you don't have.

WEEK 7: LOUISVILLE, KY

Match of the Week: None

Story Progression: Jack Swagger and Edge—South Locker Room



There is no Match of the Week again this week. However, you must participate in a two-on-one Locker Room Area

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with Rey Mysterio and Jack Swagger against Edge. This is a fairly easy bout because the handicap is in your favor. However, Swagger may get in your way from time to time. Focus on grapples to limit Swagger's interference.

WEEK 8: CHICAGO, IL

Match of the Week: Rey Mysterio vs. Jack Swagger vs. Edge vs. Evan Bourne (Fatal 4-Way Ladder)

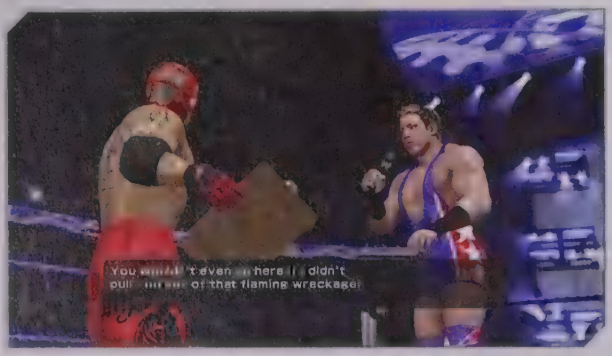
Story Progression 1: Teddy Long—GM Office

Story Progression 2: Cinematic—Arena Entrance

Story Progression 3: Match of the Week—Arena Entrance

Side Stories: Batista—North Locker Room

The Match of the Week is a Fatal 4-Way Ladder Match. To win the match, you must use a ladder to reach the contract suspended above the center of the ring. You can play it safely and move all of the ladders to the arena entrance, then wait with a single ladder near the announcer's table until all of the Superstars clear the ring, then set up your ladder and go for the contract. You can also play dangerously and knock all of the opponents out of the ring, then set up the ladder and attempt to grab the contract. Make sure you jump off the ladder if another Superstar enters the ring. If you get knocked off the ladder, it inflicts a tremendous amount of damage. No matter how you decide to play out the match, it will take multiple attempts to remove the contract from its fixture above the ring.



SPOILER

When the match comes to an end, you must make a decision that affects the timeline(s) for the remaining weeks. Jack Swagger asks you to forgive him. If you forgive Swagger, you head down the Evil Rey Mysterio timeline(s). If you refuse to forgive Swagger, you head down the Good Rey Mysterio timeline(s).

ELIMINATION CHAMBER: ST. LOUIS, MO (TIMELINE(S)-GOOD REY MYSTERIO)

Match of the Week: Rey Mysterio vs. CM Punk (Singles)

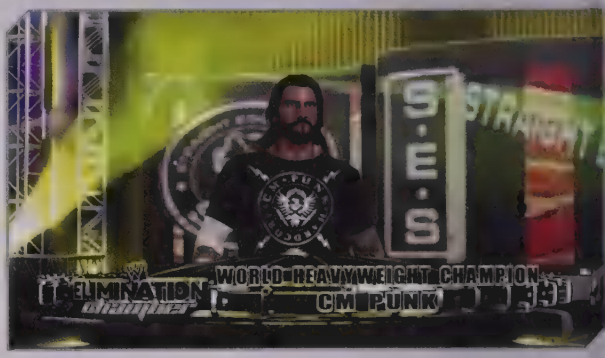
Story Progression: Match of the Week—Arena Entrance

Side Stories: Beth Phoenix and Mickie James—Center Hallway (Main)

Side Stories: Evan Bourne—North Locker Room

Side Stories: Teddy Long—GM Office

Side Stories: CM Punk—Arena Entrance



ELIMINATION CHAMBER: ST. LOUIS, MO (TIMELINE(S)-EVIL REY MYSTERIO)

Match of the Week: Rey Mysterio vs. CM Punk (Singles)

Story Progression 1: Jack Swagger, Brie Bella, and Nikki Bella—South Locker Room

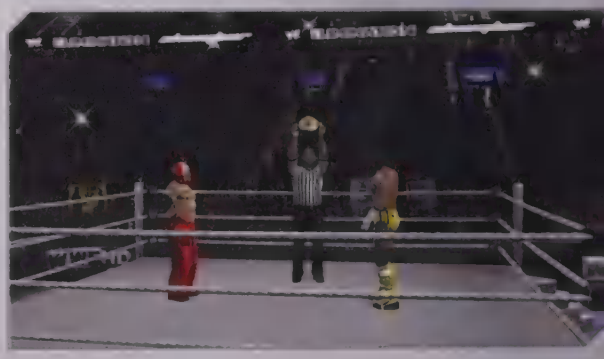
Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Chris Jericho—Center Hallway (Main)

Side Stories: Beth Phoenix and Mickie James—Center Hallway (Left)

Side Stories: Teddy Long—GM Office

Side Stories: CM Punk—Arena Entrance



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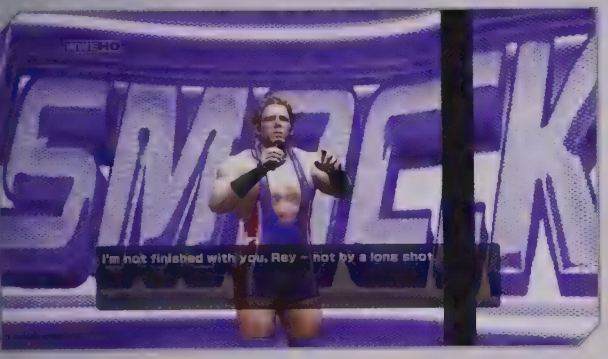
WEEK 9: TAMPA, FL (TIMELINE(S)-GOOD REY MYSTERIO)

Match of the Week: Rey Mysterio vs. CM Punk (No Disqualification Match)

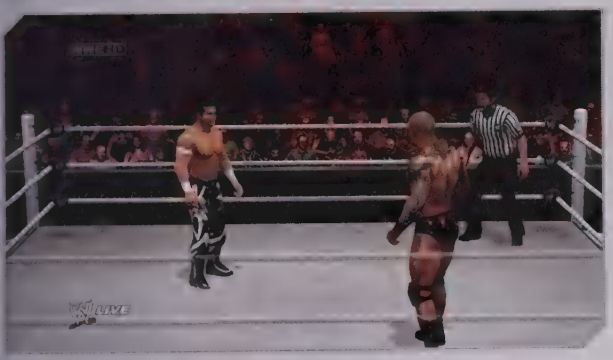
Story Progression: Match of the Week—Arena Entrance

Challenge Match: Randy Orton—North Locker Room

Side Stories: CM Punk—Arena Entrance



In the Match of the Week, Jack Swagger tries to interrupt your bout, but Evan Bourne comes to your aid. It's a No Disqualification Match, so the interruption from Swagger has little influence on the outcome. However, when you see Swagger, remain focused on CM Punk and avoid duking it out near Swagger. If he approaches you, initiate a grapple or Irish Whip on CM Punk so Swagger can't attack, then deal with Swagger.



Unlike most Challenge Matches, you do not play as Rey Mysterio. Instead, you take control of Evan Bourne as he faces off against Randy Orton.

WEEK 9: TAMPA, FL (TIMELINE(S)-EVIL REY MYSTERIO)

Match of the Week: Rey Mysterio & Jack Swagger vs. Evan Bourne & Rob Van Dam (Tag Team)

Story Progression 1: Jack Swagger

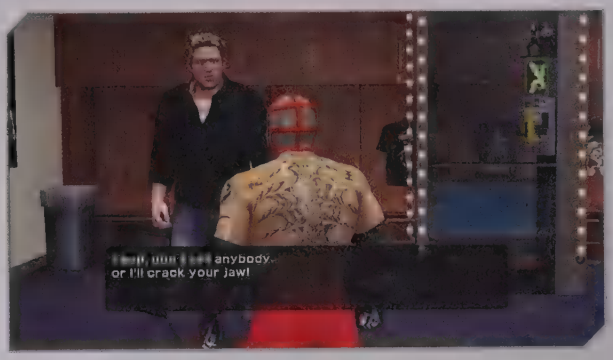
Story Progression 2: Cinematic—Arena Entrance

Challenge Match: Randy Orton—North Locker Room

Side Stories: Edge—Interview Area

Side Stories: Batista—Center Hallway (Main)

Side Stories: Dolph Ziggler—Right Hallway



SPOILER

During story progression 1, approach Swagger for a cinematic, then you must find your new ring gear (indicated by a purple dot on the in-game map). Rob Van Dam then makes a surprise appearance in the Match of the Week, as Evan Bourne's tag team partner.

NOTE

Edge, Batista and Dolph Ziggler side stories cannot be accessed until after story progression 2.

WEEK 10: BIRMINGHAM, AL (TIMELINE(S)-GOOD REY MYSTERIO)

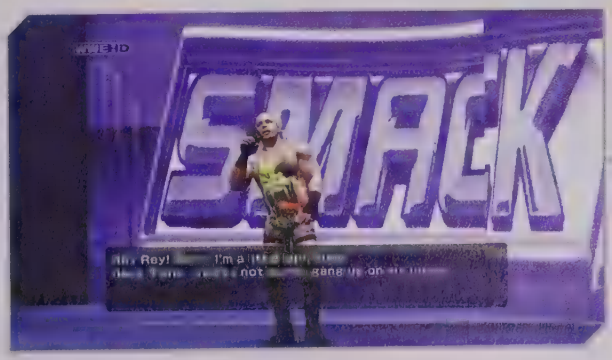
Match of the Week: Rey Mysterio vs. CM Punk & Jack Swagger (Handicap)

Story Progression 1: Teddy Long and Jack Swagger—GM Office

Story Progression 2: Brie Bella—Left Hallway

Story Progression 3: Evan Bourne—North Locker Room

Challenge Match: The Hurricane—South Locker Room



SPOILER

The Match of the Week starts out as a Handicap Match against CM Punk and Jack Swagger. However, shortly after the bout begins, Rob Van Dam comes to your aid. At this point, the bout restarts as a standard Tag Team Match with Rey Mysterio and Rob Van Dam taking on Jack Swagger and CM Punk.

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WEEK 10: BIRMINGHAM, AL (TIMELINE(S)-EVIL REY MYSTERIO)

Match of the Week: Jack Swagger vs. Evan Bourne (Singles)

Story Progression 1: Jack Swagger—Interview Area

Story Progression 2: Match of the Week—Arena Entrance

Challenge Match: The Hurricane—South Locker Room

Side Stories: Matt Hardy—Center Hallway (Main)

Side Stories: R-Truth—Left Hallway

Jack Swagger asks you to help him out during the Match of the Week for the United States Championship. To do so, pick up the championship from the announcer's table, and wait for Swagger to knock down Bourne near the edge of the ring. In most cases Swagger uses a rope grapple, which leaves Bourne grounded at the edge of the ring. At this point, make sure the referee is not facing your direction (or is being distracted by Swagger), then clock Bourne with the championship. If the referee sees you attack Bourne, Swagger will be disqualified and you'll have to play the match over.

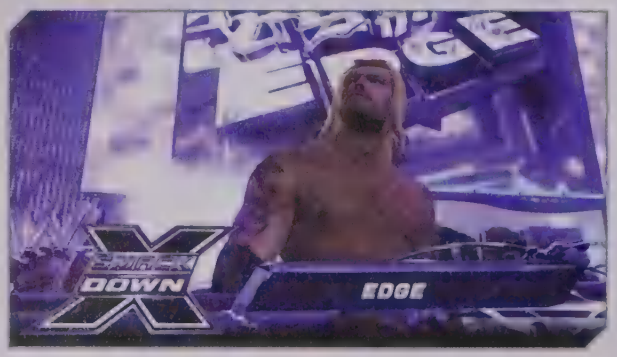
WEEK 11: CHARLOTTE, NC (TIMELINE(S)-GOOD REY MYSTERIO)

Match of the Week: Rey Mysterio vs. Edge (Singles)

Story Progression: Match of the Week—Arena Entrance

Side Stories: Edge—North Locker Room

Side Stories: Randy Orton—Interview Area



WEEK 11: CHARLOTTE, NC (TIMELINE(S)-EVIL REY MYSTERIO)

Match of the Week: Rey Mysterio vs. Evan Bourne (Singles)

Story Progression 1: Teddy Long and Evan Bourne—GM Office

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Jack Swagger and Nikki Bella—Center Hallway (Main)

Side Stories: Randy Orton—Interview Area

The Match of the Week consists of Rey Mysterio vs. Evan Bourne. However, shortly after the match begins, Jack Swagger appears and attacks Bourne. This results in you losing the match by disqualification. There's no way to avoid this loss.

WEEK 12: LAS VEGAS, NV (TIMELINE(S)-GOOD REY MYSTERIO)

Match of the Week: Evan Bourne vs. Todo Americano (Singles)

Story Progression 1: Evan Bourne—Arena Entrance

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Dolph Ziggler—Diva Makeup Area

SPOILER

The Match of the Week features Evan Bourne against Jack Swagger, disguised as Todo Americano. When the match begins, you control Bourne, but no matter what you do, he will start to lose to Swagger. At this point, Swagger uses an illegal rope grapple, which gives Bourne the win by disqualification. However, Swagger does not stop the illegal grapple and Rey Mysterio jumps in to assist. You take control of Mysterio and attack Swagger, but be careful not get caught in the same illegal grapple. Nothing that occurs after Swagger is disqualified has an effect on the following week.

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WEEK 12: LAS VEGAS, NY (TIMELINE(S)-EVIL REY MYSTERIO)

MATCH OF THE WEEK: NONE

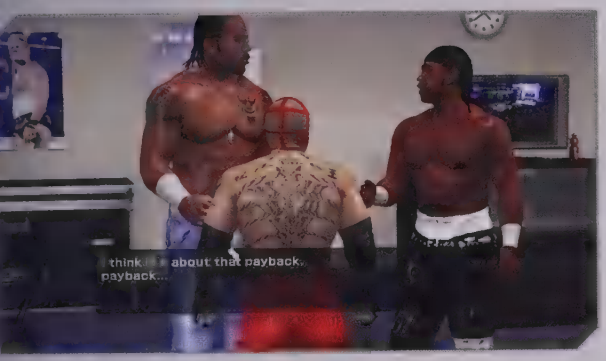
Story Progression 1: Batista—Center Hallway (Main)

Story Progression 2: Jack Swagger—South Locker Room

Story Progression 3: Shad, JTG, and Matt Hardy—North Locker Room

Story Progression 4: Mark Henry—Interview Area

Side Stories: Finlay—Right Hallway



Week 12 is an unusual week because instead of a Match of the Week, there are several Locker Room Areas. After you speak with Jack Swagger during story progression 2, two Locker Room Areas await in the North Locker Room. The first is a Handicap Locker Room Area against Shad and JTG. Focus on one Superstar to KO him and make the bout a normal one-on-one match.

The second Locker Room Area is against Matt Hardy in the same locker room. If for some reason you wish to face Hardy first, hug the edge of the locker room as you make your way toward Hardy. As long as you don't get too close to Shad and JTG you can avoid the cinematic and battle Hardy first.

After both bouts in the North Locker Room, head to the interview area to face off against Mark Henry in another Locker Room Area. Win this and you're treated to a cinematic featuring Batista and Evan Bourne to complete the week.

WRESTLEMANIA: GLENDALE, AZ (TIMELINE(S)-GOOD REY MYSTERIO)

Match of the Week: Rey Mysterio vs. Jack Swagger (Falls Count Anywhere)

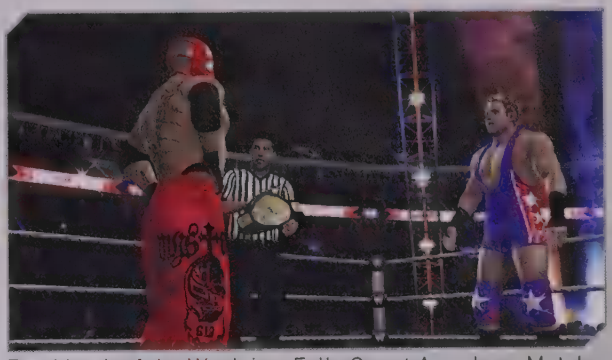
Story Progression: Match of the Week—Arena Entrance

Challenge Match: Terry Funk—Green Room

Side Stories: John Cena and Shawn Michaels—North Locker Room

Side Stories: Evan Bourne—South Locker Room

Side Stories: Beth Phoenix and Mickie James—Diva Makeup Area



The Match of the Week is a Falls Count Anywhere Match for the World Heavyweight Championship. The only difference between this match and a normal Singles Match is that you can win by pinfall or submission anywhere in the arena. Swagger is a formidable opponent, so it's helpful to use environmental grapples outside the ring to wear him down faster.

WRESTLEMANIA: GLENDALE, AZ (TIMELINE(S)-EVIL REY MYSTERIO)

Match of the Week: Rey Mysterio vs. Evan Bourne

Story Progression 1: Jack Swagger—South Locker Room

Challenge Match: Terry Funk—Green Room

Side Stories: Batista—Center Hallway (Main)

Side Stories: John Cena and Shawn Michaels—North Locker Room

Side Stories: Beth Phoenix and Mickie James—Diva Makeup Area

This Match of the Week is identical to the one in the other timeline(s), except that you battle Evan Bourne instead of Jack Swagger. However, when you win the match, do not let your guard down. Jack Swagger interrupts your victory speech and a second World Heavyweight Championship match takes place, featuring Rey Mysterio and Jack Swagger.

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VS. UNDERTAKER

NOTE

In the VS. Undertaker story line, you can select Kofi Kingston, John Morrison, Dolph Ziggler, R-Truth, or a Created Superstar. All five go through the same story line on their way to challenge the Undertaker's *WrestleMania* record.

CHALLENGE MATCHES

VS. UNDERTAKER CHALLENGE MATCHES

Week	Match	Match Type	How to Access
Week 2	Selected Superstar vs. Randy Orton	Locker Room Area	Talk to Randy Orton (Middle Locker Room).
Week 3	Selected Superstar vs. Vladimir Kozlov	Locker Room Area	Talk to Vladimir Kozlov (Interview Area).
Royal Rumble	Selected Superstar vs. Dolph Ziggler[1]	Singles	Talk to Dolph Ziggler (Left Hallway).
Week 9	Selected Superstar vs. Big Show	Table	Talk to Big Show (Arena Entrance).
Week 12	Selected Superstar vs. Batista	Locker Room Area	Talk to Batista (Middle Locker Room).
WrestleMania XXVI	Selected Superstar vs. The Rock	Last Man Standing	Talk to The Rock (Green Room).

[1] If you are playing as Dolph Ziggler you face off against a different Superstar.

TIMELINE(S)

WEEK 1: MONTREAL, CANADA

Match of the Week: Selected Superstar vs. Randy Orton (Singles)

Story Progression: Match of the Week—Arena Entrance
Side Stories: Chris Jericho—Center Hallway (Main)
Side Stories: Stephanie McMahon—GM Office
Side Stories: The Miz—Middle Locker Room
Side Stories: Randy Orton—North Locker Room
Side Stories: Eve—Diva Makeup Area

WEEK 2: BOSTON, MA (TIMELINE-WIN WEEK 1)

Match of the Week: Selected Superstar vs. Triple H (Singles)

Story Progression: Match of the Week—Arena Entrance
Challenge Match: Randy Orton—Middle Locker Room
Side Stories: Kane—Parking Lot
Side Stories: The Miz—Center Hallway (Main)
Side Stories: Chris Jericho—Green Room
Side Stories: Big Show—Training Room
Side Stories: Triple H—North Locker Room
Side Stories: Eve—Diva Makeup Area

When you speak to Chris Jericho in the green room for one of the side stories, he asks if you would like to help him out and in return he will help you out. If you offer to help him, after the Match of the Week you must help Jericho win a match against Rey Mysterio. Under these circumstances, Jericho will knock Mysterio out of the ring and you must attack Mysterio to inflict as much damage as possible while the referee is distracted. If the referee sees you, Jericho will lose by disqualification, so you must pay close attention to the referee as you attack Mysterio.

WEEK 2: BOSTON, MA (TIMELINE-LOSE WEEK 1)

Match of the Week: Selected Superstar vs. The Miz (Singles)
Story Progression: Stephanie McMahon—GM Office
Story Progression: Match of the Week—Arena Entrance
Challenge Match: Randy Orton—Middle Locker Room
Side Stories: The Miz—Center Hallway (Main)
Side Stories: Big Show—Training Room
Side Stories: Mickie James—Diva Makeup Area
Side Stories: Kane—Parking Lot

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WEEK 3: NEW YORK, NY (TIMELINE-WIN WEEK 1)

Match of the Week: Selected Superstar vs. Vladimir Kozlov vs. Chris Jericho (Triple Threat)

Story Progression: Match of the Week—Arena Entrance

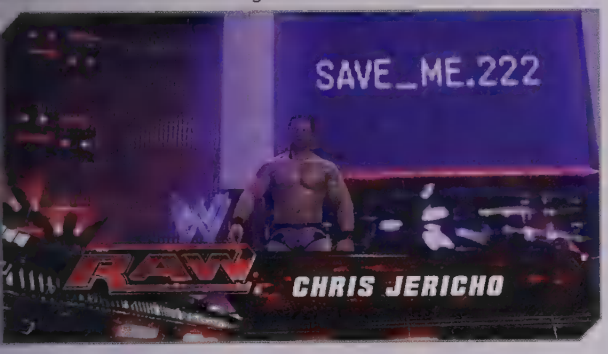
Challenge Match: Vladimir—Interview Area

Side Stories: The Miz—Center Hallway (Main)

Side Stories: Stephanie McMahon—GM Office

Side Stories: Triple H—North Locker Room

In the Triple Threat Match of the Week, it is not possible to win the match. No matter how vigorously you attack Vladimir and Jericho, the Undertaker interrupts the match and the outcome goes undecided.



WEEK 3: NEW YORK, NY (TIMELINE-LOSE WEEK 1)

Match of the Week: Vladimir Kozlov vs. Triple H vs. Chris Jericho (Triple Threat) **Note: Selected Superstar will run-in during this match

Story Progression: Mark Henry—Left Hallway

Story Progression: Match of the Week—Arena Entrance

Challenge Match: Vladimir Kozlov—Interview Area

Side Stories: Kane—Diva Makeup Area

Side Stories: The Miz—Training Room

WEEK 4: ROANOKE, VA (TIMELINE-WIN WEEK 1)

Match of the Week: Selected Superstar & Undertaker vs. Vladimir Kozlov & Chris Jericho (Tag Team)

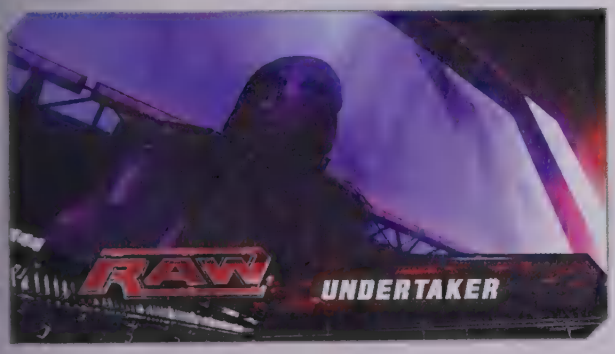
Story Progression: Match of the Week—Arena Entrance

Side Stories: Mark Henry—Center Hallway (Main)

Side Stories: Vladimir Kozlov—North Locker Room

Side Stories: Mickie James and Eve—Diva Makeup Area

Side Stories: Cody Rhodes and Ted DiBiase—Interview Area



WEEK 4: ROANOKE, VA (TIMELINE-LOSE WEEK 1)

Match of the Week: Selected Superstar & Triple H vs. Vladimir Kozlov & Chris Jericho (Tag Team)

Story Progression: Stephanie McMahon—GM Office

Story Progression: Match of the Week—Arena Entrance

Side Stories: Vladimir Kozlov—Parking Lot

Side Stories: Cody Rhodes and Ted DiBiase—Interview Area

Side Stories: Randy Orton—Middle Locker Room

ROYAL RUMBLE: WASHINGTON, D.C. (TIMELINE-WIN WEEK 1)

Match of the Week: Selected Superstar vs. Chris Jericho vs. Vladimir Kozlov (Ladder)

Story Progression 1: Todd—Interview Area

Story Progression 2: Match of the Week—Arena Entrance

Challenge Match: Dolph Ziggler—Left Hallway

Side Stories: Big Show—Arena Entrance

The Match of the Week is a Ladder Match against Chris Jericho and Vladimir Kozlov. The safest course of action is to take all the ladders and move them to the arena entrance to keep them as far away from the ring as possible. Take a single ladder and hold onto it as you wait near the announcer's table. When Jericho and Vladimir leave the ring to get the other ladders, set up your ladder in the center of the ring, climb up, and try to pull down the suitcase suspended above the ring. It will take multiple attempts to successfully pull down the suitcase.

ROYAL RUMBLE: WASHINGTON, D.C. (TIMELINE-LOSE WEEK 1)

Match of the Week: Selected Superstar vs. Triple H vs. Chris Jericho vs. Vladimir Kozlov (Ladder Match)

Story Progression: Todd—Interview Area

Story Progression: Match of the Week—Arena Entrance

Challenge Match: Dolph Ziggler—Left Hallway

Side Stories: Triple H—North Locker Room

Side Stories: Big Show—Arena Entrance

WEEK 5: MEMPHIS, TN

Match of the Week: None

Story Progression 1: Stephanie McMahon—Center Hallway (Main)

Story Progression 2: Exit—Parking Lot

Side Stories: Jack Swagger—Center Hallway (Main)

Side Stories: Big Show—Center Hallway (Right)

Side Stories: Eve and Mickie James—Diva Makeup Area

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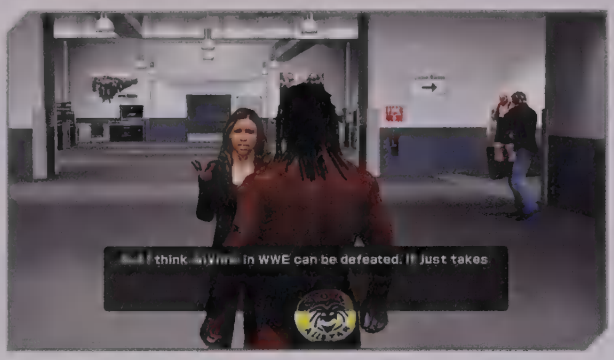


There isn't much going on in Week 5. After you speak with Stephanie McMahon in the center hallway, you cannot venture very far from the area unless you head toward the parking lot. If you go too far, you're automatically teleported to the parking lot. However, you can still talk to Jack Swagger, Big Show, Eve and Mickie James.

TIP

Speak with Mickie James in the Diva makeup area to earn 50 SP.

WEEK 6: LITTLE ROCK, AR

Match of the Week: Lost Soul vs. Lost Soul (15-Man Battle Royal)

Story Progression: Match of the Week—Arena Entrance

SPOILER

During this week you are completely under the Undertaker's influence. Every person you come in contact with in the locker room looks like a Druid. You cannot interact with them at all. When you enter the Match of the Week, the entire arena is filled with nothing but Druids and you must partake in a 15-Man Battle Royal with your selected Superstar and 14 Druids.

WEEK 7: WICHITA, KS

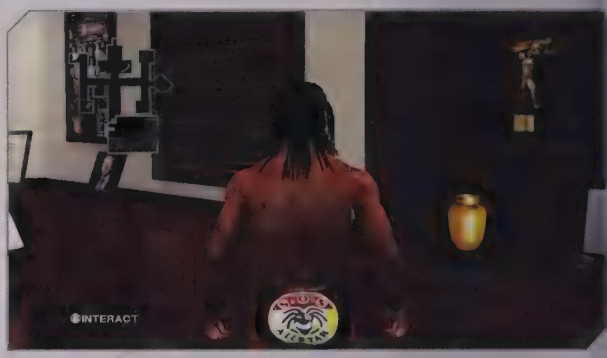
Match of the Week: Selected Superstar vs. Finlay (No Disqualification Match)

Story Progression 1: Stephanie McMahon—GM Office

Story Progression 2: Kane—South Locker Room

Story Progression 3: Stephanie McMahon—GM Office

Story Progression 4: Match of the Week—Arena Entrance



SPOILER

When you speak with Kane in theSouth Locker Room, he informs you that must find the urn. Head to the GM office and speak with Stephanie McMahon to get her to leave the office, then pick up the urn on the bookshelf. When you leave the office, a lost soul is hovering just outside (shown as a purple dot on the in-game map). Interact with it to catch the lost soul in the urn, then head to arena entrance for the Match of the Week.

Side Stories: The Miz—Center Hallway (Main)

The Match of the Week is a No Disqualification Match, and Finlay starts the match with an object in hand. Attack Finlay to knock the object out of his hand, then repeatedly beat him with it to inflict significant damage. Remember that you can also pull an object from under the ring and use it in this match because there's no disqualification.

WEEK 8: OMAHA, NE

Match of the Week: Selected Superstar vs. Big Show & Mark Henry (Handicap)

Story Progression 1: Stephanie McMahon—GM Office

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Kane—Center Hallway (Main)

Side Stories: Eve—Training Room

Side Stories: John Cena—Diva Makeup Area

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Side Stories: Chris Jericho—Interview Area

Side Stories: Lost Souls—Parking Lot, Middle Locker Room

Side Stories: Caskets—Green Room, Training Room, Right Hallway, Middle Locker Room, South Locker Room

At the beginning of this week, there are a large number of purple dots on the in-game map. These dots indicate either lost souls or caskets. You want to collect all the lost souls while avoiding the caskets.

The Handicap Match of the Week pits your selected Superstar against Big Show and Mark Henry. If that wasn't enough of an uphill battle, the screen flashes randomly, accompanied by the Undertaker's laugh, and your controls invert for a short time. When this happens, ignore the inverted controls by focusing on attacks instead of movement. Keep your attention on either Mark Henry or Big Show and weaken one as much as possible. When you have weakened one enough to score a pin, use an Irish Whip to knock the other Superstar over the ropes, then knock him out of the ring. This gives you enough time to win by pinfall or submission without fear of the other Superstar interfering.

ELIMINATION CHAMBER: ST. LOUIS, MO

Match of the Week: Selected Superstar vs. Shawn Michaels (5-Star)

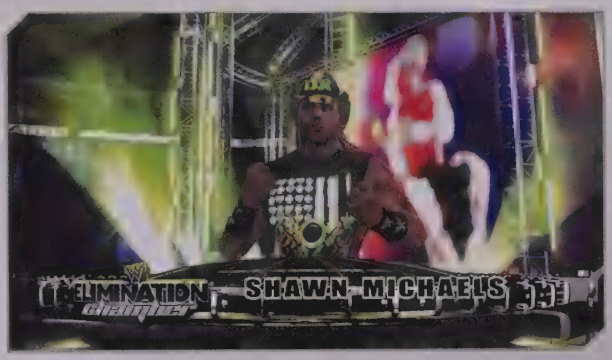
Story Progression 1: Stephanie McMahon—Center Hallway (Main)

Story Progression 2: Match of the Week—Arena Entrance

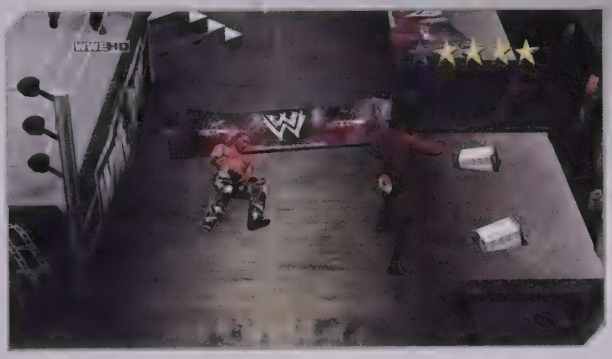
Side Stories: John Cena—Left Hallway

Side Stories: Big Show and Eve—North Locker Room

Side Stories: Shawn Michaels—Interview Area



The Match of the Week is a 5-Star Match in which you must complete five tasks before you can win. You must perform both of your Signature Moves, both Finishers, and put Shawn Michaels through one of the announcer tables. Only once you have done all of this can you score a successful pinfall or submission hold.



TIP

To put Shawn Michaels through one of the announcer tables, move the match outside the ring and attack Michaels until he's groggy. At this point, drag him over to one of the tables or use an Irish Whip to slam him up against it. Use an object destruction environmental grapple to place Michaels on top of the table, then climb to the top of the turnbuckle. Attack from here to dive off the turnbuckle, slamming down on top of Michaels and breaking the table at the same time.

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WEEK 9: BOSTON, MA

Match of the Week: Selected Superstar vs. Jake Roberts (Singles)

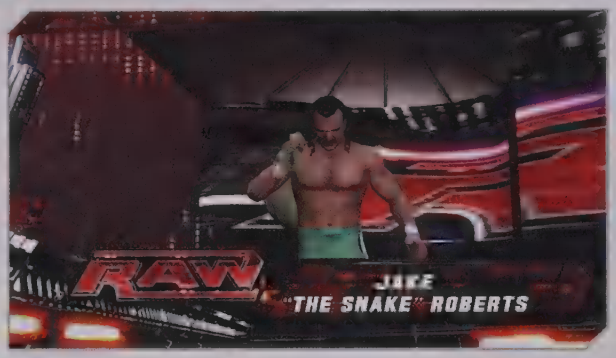
Story Progression 1: Todd—Interview Area

Story Progression 2: Match of the Week—Arena Entrance

Challenge Match: Big Show—Arena Entrance

Side Stories: Mark Henry—Left Hallway

Side Stories: Kane—Right Hallway



WEEK 10: PORTLAND, OR

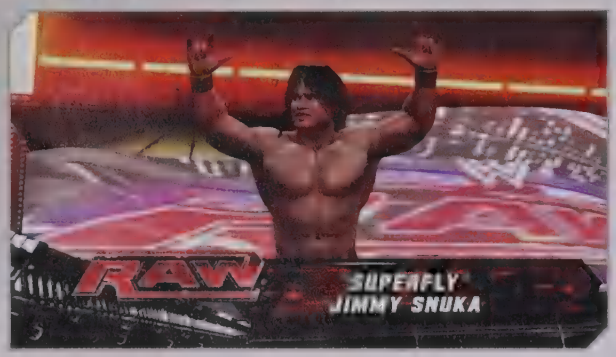
Match of the Week: Selected Superstar vs. Jimmy Snuka (Singles)

Story Progression 1: Paul Bearer—Center Hallway (Main)

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: John Cena—Center Hallway (Main)

Side Stories: Randy Orton—North Locker Room



WEEK 11: SAN FRANCISCO, CA

Match of the Week: Selected Superstar vs. Kane (Singles)

Story Progression 1: Paul Bearer—South Locker Room

Story Progression 2: Match of the Week—Arena Entrance

Side Stories: Evan Bourne—Training Room

Side Stories: Maryse—Diva Makeup Area

Side Stories: Lost Soul—North Locker Room

TIP

Collect the lost soul in the North Locker Room to see masked Kane.

WEEK 12: LOS ANGELES, CA

Match of the Week: None

Story Progression: Paul Bearer—South Locker Room

Challenge Match: Batista—Middle Locker Room

Side Stories: Mark Henry—Left Hallway

Side Stories: The Miz—Interview Area

Side Stories: Eve—Diva Make-Up Area

SPOILER

There is no Match of the Week this week. Instead, you battle against Paul Bearer in a Locker Room Area. However, this is no ordinary Locker Room Area. You must defeat Bearer within 90 seconds. If the time limit expires, you must start the match over from the beginning.

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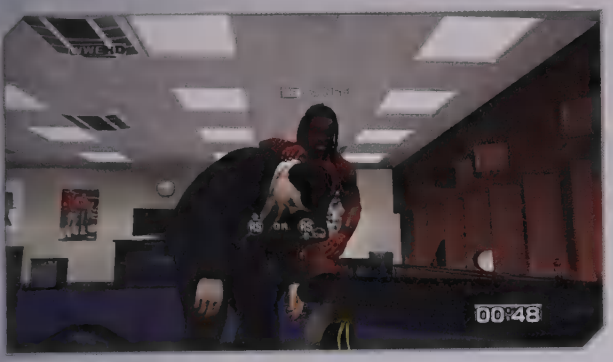
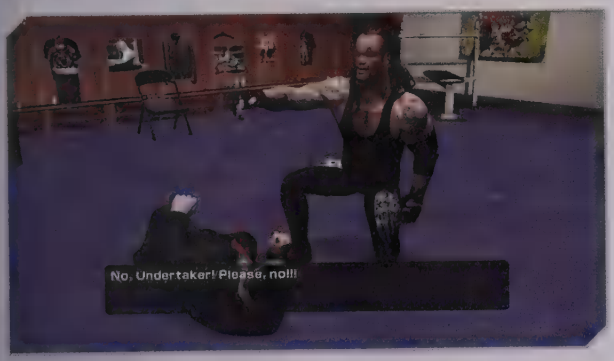


SPOILER

Paul Bearer does not attack very much. In fact, if you're not attacking him, more often than not he is running away or on his hands and knees begging for the Undertaker to save him. However, because you only have 90 seconds, you need to avoid attacks with lengthy animations. This includes most of the environmental grapples. You can use the weight bench grapple to gain access to the barbell, but if you do, only slam Paul Bearer against the weight bench once or twice. Irish Whip Bearer into the TV multiple times, and try to use at least one Finisher and two Signature Moves.



Once you have used one Finisher and Signature, save the next one until only 25 seconds remain. This allows you to inflict enough damage to potentially win the bout with the Signature or Finisher. And if it does not do the trick, you still have time to inflict more damage.

WRESTLEMANIA: GLENDALE, AZ

Match of the Week: Lost Soul vs. Undertaker (Singles)

Story Progression: Match of the Week—Arena Entrance

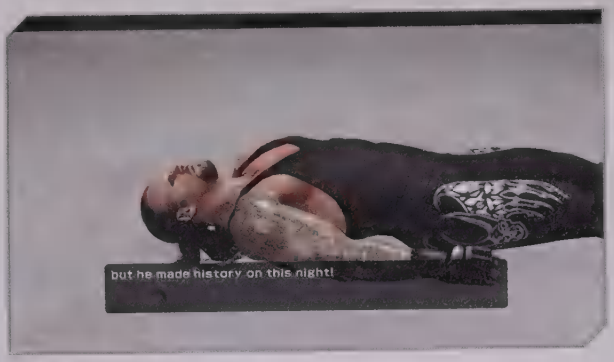
Challenge Match: The Rock—Green Room

Side Stories: Vladimir—Training Room

Side Stories: The Miz—Right Hallway

Side Stories: Triple H—Right Hallway

The Undertaker is the hardest opponent you face in the Road to *WrestleMania* mode. No matter what difficulty you're playing on, this is a tough match. It is extremely important to vary your attacks between grapples and strikes. It is also very helpful to be proficient in reversals to escape Undertaker's exceptional offensive abilities. If you cannot reverse at least 40 percent of Undertaker's attacks, this match is almost impossible to win. The easiest attacks to reverse are when you're grounded, so watch closely so that you can escape from the ground and continue your offense.



SPOILER

If you lose to Undertaker, you must face off against four Druids while you have the ability to use an unlimited amount of Finishers. Unfortunately, it does not matter how hard you battle, in the end, you lose and become a Druid.

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MATCH TYPES

BASICS

NUMBER OF COMPETITORS

There are a wide variety of match types, depending on the number of competitors participating. Some match types can only be played with a specific number of competitors.

One-on-One: Normal Match, Inferno Match, First Blood, *Hell in a Cell*, Iron Man, Ladder, Last Man Standing, Submission, Steel Cage, Table, *TLC*, Backstage, *Extreme Rules*

Two-on-Two: Tag Team, Tornado Tag, Mixed Tag, *Hell in a Cell* Tornado Tag, Ladder Tornado Tag, Steel Cage Tornado Tag, Table Tornado Tag, *TLC* Tornado Tag, Elimination Tag, Backstage, *Extreme Rules*

Triple Threat: Normal Match, *Hell in a Cell*, Ladder, Steel Cage, Table, *TLC*, *Extreme Rules*

Fatal-4-Way: Normal Match, Battle Royal, *Hell in a Cell*, Ladder, Steel Cage, Table, *TLC*, *Extreme Rules*

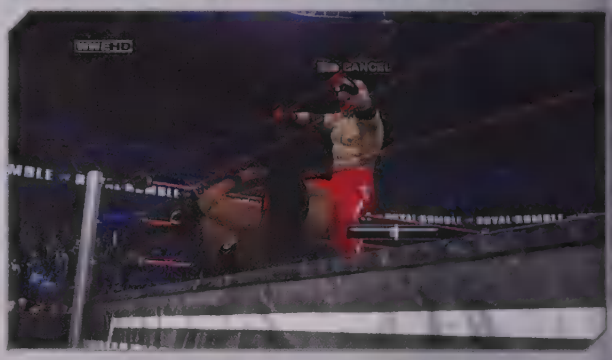
6-Man: Battle Royal, Normal Tag, Elimination Tag, *Elimination Chamber*, *Armageddon*, *Hell in a Cell*, Ladder

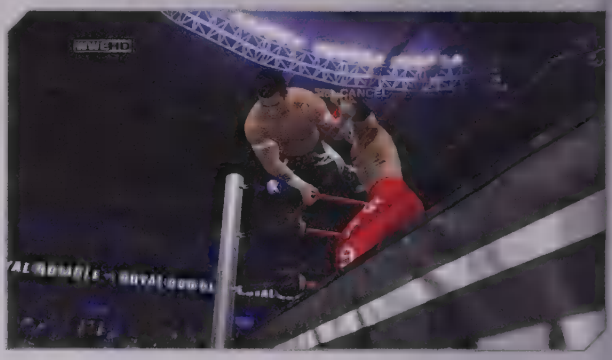
Handicap: Gauntlet, One-on-Two Tornado, One-on-Two Tag, One-on-Three Tornado, One-on-Three Tag, Two-on-Three Tag

Royal Rumble: 10-Man *Royal Rumble*, 20-Man *Royal Rumble*, 30-Man *Royal Rumble*

Championship Scramble: WWE Championship, World Heavyweight Championship, Intercontinental Championship, United States Championship, Cruiserweight Championship, Women's Championship, Hardcore Championship, ECW Championship, WCW Championship, Divas Championship, Million Dollar Championship

ELIMINATION METHODS





In an Elimination Match, there are three ways to knock an opponent out of the ring and eliminate them. When an opponent is in the corner by the turnbuckle, you must use a corner elimination. If an opponent is anywhere else along the ropes, you must use a top, middle, or bottom rope elimination, depending on the position of the opponent within the ropes.

Top or Middle Rope Elimination: Rapidly press the flashing button to gain the upper hand.

Corner Elimination: Press the button that appears on-screen before your opponent to gain the advantage.

Bottom Rope Elimination: To eliminate your opponent, stop the cursor in the blue target zone by pressing A. Rapidly press the buttons to escape elimination.

TIP

While in possession of a finishing move icon, you can initiate the finisher to instantly escape an elimination attempt by an opponent.

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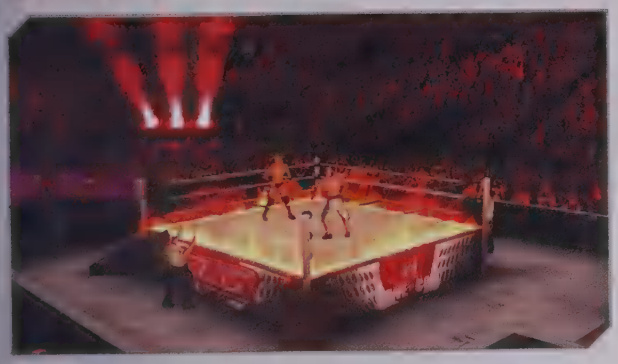
MATCH TYPES

NORMAL MATCH (SINGLES)

A Normal Match, also known as a Singles Match, is the most basic match type in WWE. It pits one Superstar against another with all standard rules in place. To win the match you must earn a pinfall or submission hold. You can be disqualified by remaining outside the ring for 10 seconds, using objects, or if another Superstar interrupts the match.

INFERNO MATCH



In an Inferno Match, flames surround the ring. The only way to win is to set the opponent on fire.

FIRST BLOOD

A First Blood Match is a no disqualification match in which you must make the opponent bleed to win. The first Superstar to draw blood from their opponent wins the match.

NOTE

This match is only available if you turn blood on in the options menu.

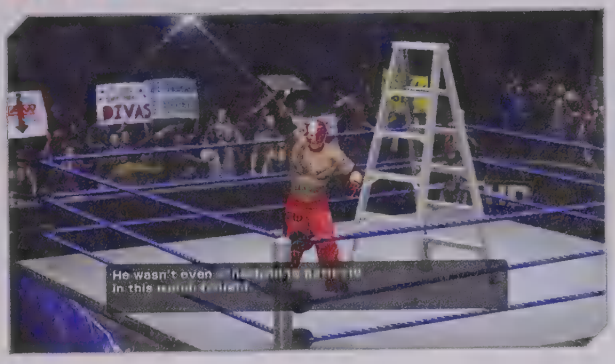
HELL IN A CELL

The *Hell in a Cell* Match is a no disqualification match that takes place in a ring inside an enclosed steel cage. It is somewhat similar to a Steel Cage Match except that you can only win by pinfall or submission hold.

IRON MAN

An Iron Man Match has a predetermined time limit and is won by the Superstar who scores the most falls within that time period. Falls can be earned by pinfall, submission, count out or disqualification.

LADDER



In a Ladder Match, multiple ladders are place outside the ring, and an object of value is suspended above the center of the ring. The object of value is generally a championship, contract or suitcase. To win the match, you must climb a ladder and pull down the object of value suspended over the ring.

LAST MAN STANDING

A Last Man Standing Match uses rules similar to a boxing match. To win, the opponent must remain on the ground through a 10-count. If you touch the grounded opponent, the 10-count is reset.

SUBMISSION

A Submission Match is a variation of a Normal Match in which you can only win by submission hold.

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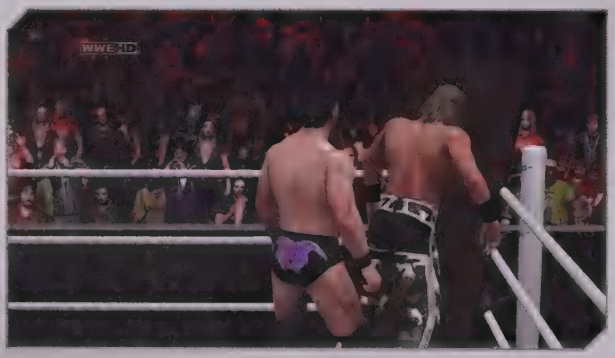
STEEL CAGE

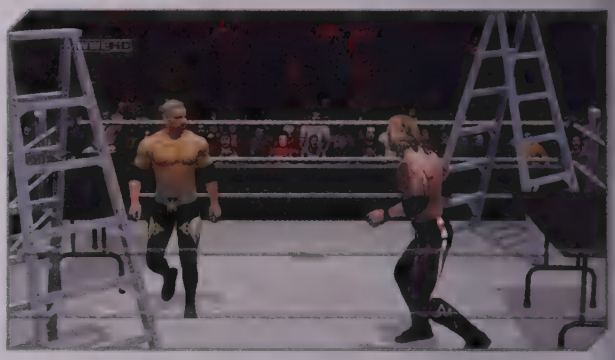
A Steel Cage Match is similar to a *Hell in a Cell* Match. The ring is surrounded by a steel cage, and you must win by pinfall, submission hold, or by climbing out of cage or leaving through the door.

TABLE



In a Table Match, several tables are placed outside the ring. To win a Table Match, you must slam the opponent through a table. The easiest way to do this is to place a table in front of a turnbuckle, Irish Whip the opponent into the table, then use a grapple to slam the opponent into the table. If the opponent is not weakened enough, the table will not break.

TABLES, LADDERS & CHAIRS (TLC)



A *Tables, Ladders & Chairs* Match, also known as a *TLC* Match, is a modified version of a Ladder Match. Just like in a Ladder Match, an object of value is suspended over the center of the ring. The only difference is that instead of having only ladders, tables and chairs are added to the match.

BACKSTAGE

A Backstage Match or Backstage is a match that takes place in one of seven stages found in the *Road to WrestleMania* mode. These stages are the GM office, locker room A, locker room B, large locker room, interview area, catering area, and parking lot. Each stage has a variety of objects that you can use in an object destruction environmental grapple. The stages vary in size, as well as the number and type of objects available. In addition, you can only win by knockout (KO). To score a KO, deplete the opponent's health bar, then perform a heavy strike, Signature Move, Finisher, or environmental grapple.

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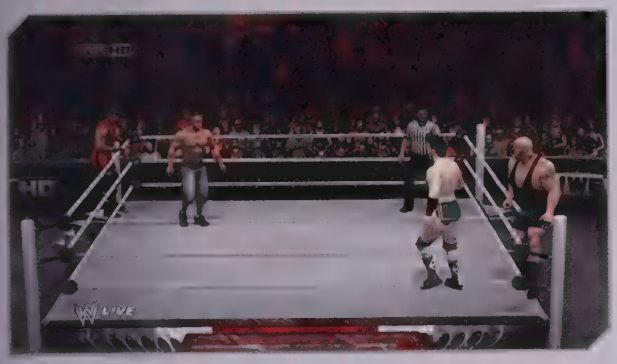
NOTE

For more information on Backstage Matches, please see the *Road to WrestleMania* chapter.

EXTREME RULES

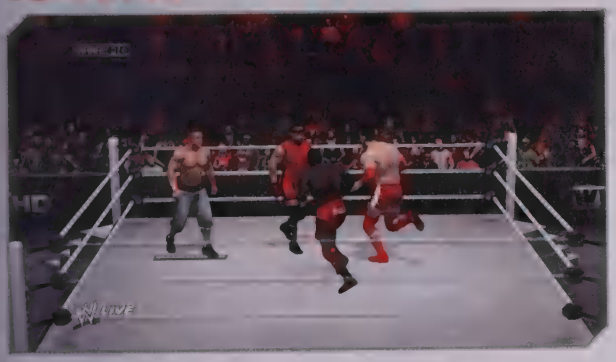
An *Extreme Rules* Match is essentially a no disqualification match that does not follow traditional rules. There are a wide variety of *Extreme Rules* Matches.

TAG TEAM



A Tag Team Match is essentially a two-on-two Singles Match. One opponent from each team battles it out in the ring, while the tag partners waits just outside the ropes in their respective corners. At any point during the match, a tag partner can be tagged in, so long as you're in the proper corner and can reach your tag partner.

TORNADO



In a Tornado Match, all competitors are in the ring simultaneously. There are many different types of Tornado Matches such as Tornado Tag or Table Tornado Tag.

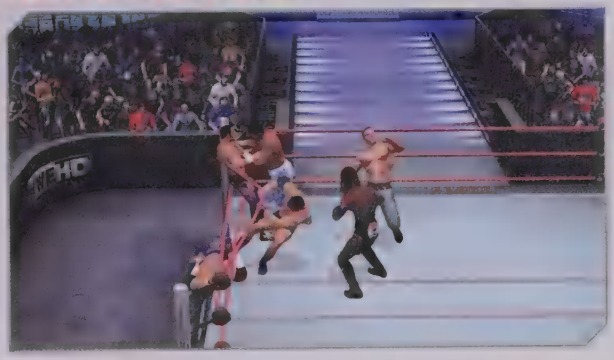
ELIMINATION

In an Elimination Match, all Superstars must be eliminated before the match can be won. There are many different variations of an Elimination Match, with different numbers of competitors in each match.

BATTLE ROYAL

A Battle Royal is a six man match. Everyone starts in the ring and as soon as the bell sounds it's every Superstar for himself. The object is to get your opponents over the ropes and out of the ring.

ROYAL RUMBLE



This match type comes in either 10-, 20-, or 30-man combinations. You can choose what position you enter the competition. The match starts with two Superstars in the ring. New competitors arrive at intervals, all with the goal of being the last man standing in the ring. To eliminate opponents, you must toss them over the ropes and out of the ring.

CHAMPIONSHIP SCRAMBLE

The Championship Scramble has a 5 minute time limit and 5 competitors. All 5 are contending for a title. As soon as a Superstar pinfalls an opponent they are the Champion. However, the others can take the title with another pinfall. Whoever has the title when time runs out retains the Championship.

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WWE TACTICS

TECHNICAL INFORMATION

There are two ways you can play *WWE SmackDown vs. Raw 2011*. You can pick your favorite Superstars and just play to have fun, not caring about the intricacies of the game. However, there are those hardcore, high-level players who want to know exactly how long they have to execute a reversal, how much each attack affects the momentum bar, and other details of the game. If you're one of those players, this section of this chapter is for you. Even if you're not a hardcore, high-level player, there may still be some information that interests you, but it's geared primarily toward the hardcore player.

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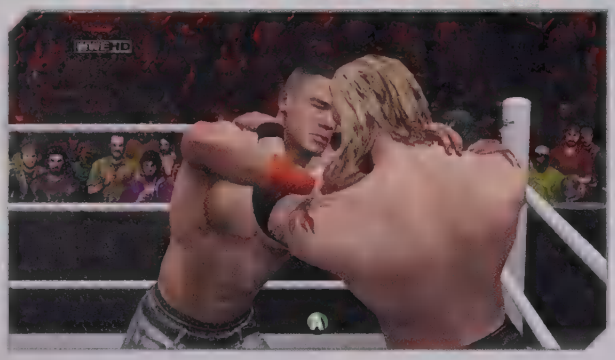
COLLAR AND ELBOW MINIGAME



When two Superstars attempt to grapple at the same time, a collar and elbow minigame begins. When this happens, the two competitors lock arms. The competitor who presses the on-screen command the most within a two-second window wins the minigame. The winner then automatically places the losing player in whatever grapple was originally being attempted. If there's a tie in the number of times the on-screen command was pressed, the two competitors return to a neutral state.

Weight class, Grapple Attribute, and damage sustained throughout the match all have an effect on the minigame. For example, if you've taken a considerable amount of damage, you'll have a disadvantage in the minigame, but if your Superstar is in a heavier weight class than your opponent, you'll have an advantage in the minigame.

NOTE

Every time you input the designated on-screen command for the minigame, you earn 1 point. The player with the most points at the conclusion of the two-second minigame wins.

MINIGAME WEIGHT CLASS DIFFERENTIALS

WEIGHT CLASS	POINT BONUS
Diva	No bonus
Cruiserweight	No bonus
Light Heavyweight	0.1 point
Heavyweight	0.2 point
Super Heavyweight	0.3 point

MINIGAME GRAPPLE ATTRIBUTE DIFFERENTIALS

ATTRIBUTE VALUE	POINT BONUS
0–70	No bonus
71–80	0.1 point
81–90	0.2 point
91–98	0.3 point
99	0.5 point

MINIGAME DAMAGE DIFFERENTIALS

LIMB DAMAGE TAKEN	POINT DEDUCTION
No Damage	No deduction
Light Damage	-0.1 point
Moderate Damage	-0.2 point
Heavy Damage	-0.3 point

DAMAGE SYSTEM

The only time a health bar can be seen is during a Locker Room Area, Battle Royal, *Royal Rumble*, and during a standard match that takes place in a locker room area. However, there are underlying health bars attached to each Superstar's body parts. Health bars with 120 health points (HP) each are assigned to a Superstar's head, torso, arms, and legs. When the HP for any of these body parts reaches zero, the Superstar is weakened.

Various factors influence the amount of damage inflicted. For example, a Superstar with a high Grapple Attribute will inflict more grapple damage than a Superstar with a low Grapple Attribute. The following tables provide information on all damage modifiers.

TIP

A sell animation (limping, staggering, etc.) occurs when a Superstar has sustained critical damage to any appendage. The Superstar's movement slows and they grasp the damaged appendage. In addition, if the HP of an opponent's legs reaches zero, this will negatively affect their ability to run smoothly. While running, Superstars with damaged legs randomly collapse to the ground and transition into a sell animation.

SUBMISSION HOLD DAMAGE

Submission hold damage has a damage level ranking based on the amount of times the submission hold is in place. Every five seconds a submission hold is active is equal to a level 3 damage ranking.

FINISHER AND SIGNATURE MOVE DAMAGE

Finisher and Signature Moves inflict damage based on the classification of the attack. A Finisher inflicts three times the regular damage and a Signature Move inflicts 1.5 times the regular damage. For example, a running grapple would be a level 2 damage attack that inflicts 6–12 points of damage. Therefore, a Finisher that consists of a running grapple would inflict 18–36 points of damage. The only exception to this is with a submission hold Finisher, which only inflicts twice the damage of a submission hold of the same damage ranking level.

DAMAGE RANKINGS

ATTACK	DAMAGE LEVEL
Apron Strike	1
Corner Strike	1
Ground Strike	1
High Corner Strike	1
Irish Whip Rebound Strike	1
Low Corner Strike	1
Standing Strike	1
Apron Running Strike	2
Chain Grapple	2
Corner Running Strike	2
Running High Corner Strike	2
Running Grapple	2
Running Low Corner Strike	2
Running Strike	2
Apron Grapple	3
Grapple While Hanging Upside Down	3
Ground Grapple	3
Irish Whip Rebound Grapple	3
Rope Grapple	3
Groggy Grapple	3
Diving Attack	4
High Corner Grapple	4
Tag Team Attack	4
Object Attack	4
Tag Team Finisher	5

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NOTE

Dive attacks performed from a high altitude (*Hell in a Cell* ceiling, steel cage wall, etc.) are classified as level 5.

DAMAGE BY LEVEL

ATTACK LEVEL	DAMAGE INFLICTED
1	2–6 HP
2	6–12 HP
3	10–16 HP
4	12–20 HP
5	20–30 HP

NOTE

The damage inflicted by each specific move is determined by the common sense nature of the attack. For example, a jab and a drop kick are both classified as a standing strike, which is a level 1 attack and can inflict 2–6 HP of damage. However, because a jab is a quick, basic attack, it inflicts 2 points of damage in most instances, while a drop kick, being a heavier attack, inflicts 6 points of damage in most instances.

ATTRIBUTE VALUES AND DAMAGE

To better understand the attribute damage modifier tables, if a Superstar has a Grapple Attribute rating of 97 and uses a grapple that normally inflicts 10 points of damage, the formula to calculate the additional damage inflicted would be 10 × 0.5. This results in 5 additional points of damage or a total of 15 points of damage inflicted (the original 10, plus the 5 points added via the Grapple Attribute modifier).

Likewise, if a Superstar has a Durability Attribute of 97 and gets hit with an attack that normally inflicts 10 points of damage, the formula to calculate the damage reduction would be 10 × 0.2. This results in 2 points being reduced, or a total of 8 points of damage inflicted (the original 10, minus the 2 points of damage reduction from the Durability Attribute modifier).

When a submission hold is initiated, a submission break bar appears as part of a minigame (in a human vs. human match or when the computer places a human opponent in a submission hold). The Submission Attribute determines the speed at which the submission bar fills and the length of the submission bar.

There are three submission bar lengths: short, regular, and long. A short bar appears when the attacker's Submission Attribute is at least 10 points lower than the opponent's. A regular bar appears when there's less than a 10-point difference between the two attributes. A long bar appears when the attacker's attribute is at least 10 points higher than the opponent's.

GRAPPLE ATTRIBUTE DAMAGE MODIFIER

ATTRIBUTE VALUE	MODIFIED DAMAGE
0–79	No modification
80–84	Regular damage × 0.1
85–89	Regular damage × 0.2
90–94	Regular damage × 0.3
95–99	Regular damage × 0.5

STRIKE ATTRIBUTE DAMAGE MODIFIER

ATTRIBUTE VALUE	MODIFIED DAMAGE
0–79	No modification
80–84	Regular damage × 0.1
85–89	Regular damage × 0.2
90–94	Regular damage × 0.3
95–99	Regular damage × 0.5

DURABILITY ATTRIBUTE DAMAGE MODIFIER

ATTRIBUTE VALUE	REDUCED DAMAGE
0–79	No modification
80–84	Regular damage × 0.05
85–89	Regular damage × 0.1
90–94	Regular damage × 0.15
95–99	Regular damage × 0.2

SUBMISSION ATTRIBUTE SPEED MODIFIER

ATTRIBUTE VALUE	SPEED ADJUSTMENT
0–79	90% speed
80–84	No change
85–89	105% speed
90–94	110% speed
95–99	115% speed

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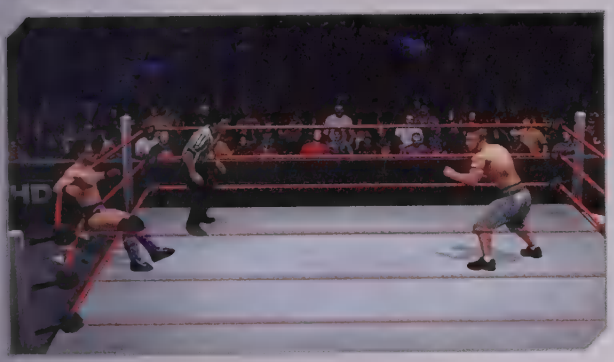
ADDITIONAL DAMAGE MODIFIERS

Leapfrog after an Irish Whip ...

In addition to the various Superstar attributes, there are several situations that may occur throughout a match that affect the damage inflicted. After an Irish Whip, if you leapfrog or duck, executing an Irish Whip rebound inflicts more damage. If the opponent counters the attack, the damage of the counter is equally affected. The weight class of the Superstars involved also has a direct effect on the damage in this situation.

If a Superstar runs into the ropes, rebounds, then attacks with a running strike or grapple, the damage of the attack is increased. In this situation, the weight class of the Superstars involved also has an added effect on the damage inflicted.



The last situational damage modifier comes in the form of chain grapples. During a chain grapple, the more times you switch positions, the more damage the eventual grapple causes. However, this does not include manual position changes, only chain grapples.

NOTE

These damage bonuses do not apply if the situation overlaps with a Finisher or Signature Move.

LARGE OBJECT DAMAGE

When an opponent is grappled into a large object, the damage inflicted is multiplied by 0.2. The announcers' table, garbage cans, guitars, ladders, steel stairs, and tables are all considered large objects.

IRISH WHIP DAMAGE WEIGHT CLASS DIFFERENTIALS

Weight Class	Damage After One Duck/ Leapfrog	Damage After Two Ducks/ Leapfrogs
Diva	Regular damage × 0.1	Regular damage × 0.3
Cruiserweight	Regular damage × 0.1	Regular damage × 0.3
Light Heavyweight	Regular damage × 0.2	Regular damage × 0.4
Heavyweight	Regular damage × 0.3	Regular damage × 0.5

NOTE

Superstars in the Super Heavyweight class cannot duck or leapfrog.

ROPE REBOUND DAMAGE WEIGHT CLASS DIFFERENTIALS

WEIGHT CLASS	MODIFIED DAMAGE
Diva	Regular damage × 0.1
Cruiserweight	Regular damage × 0.1
Light Heavyweight	Regular damage × 0.2
Heavyweight	Regular damage × 0.3
Super Heavyweight	Regular damage × 0.3

CHAIN GRAPPLE DAMAGE MODIFIER

NUMBER OF POSITION CHANGES	MODIFIED DAMAGE
0	No change
1	Regular damage × 0.1
2 or more	Regular damage × 0.2

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MOMENTUM SYSTEM

While you can change various aspects of the momentum system in the options menu, a wide variety of factors determine how fast momentum is gained and how quickly momentum drops. There is a specific formula for every facet of this system, so you can determine exactly how fast you can gain enough momentum to execute a Finisher or Signature Move.

TIP

If you do not wish to get into the extreme details of how momentum is gained and lost, the basic premise is simple: Do not use the same taunt, the exact attack, or even an attack of the same category (two different standing strikes) over and over. The more you vary your attacks and taunts, the more momentum is gained.

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MOMENTUM BOOST FORMULAS

SITUATION	CALCULATION
Connecting an Attack	Attack Hit Base Value × Level of Difficulty Boost Correction × Move Type Correction × Momentum Rate Attack Correction × Momentum Bar Charge Speed Correction
Successful Taunt	Taunt Base Value × Taunt Correction × Momentum Rate Taunt Correction × Momentum Bar Charge Speed Correction
Successful Reversal	Reversal Base Value × Level of Difficulty Boost Correction × Move Type Correction × Momentum Rate Action Correction × Momentum Bar Charge Speed Correction

MOMENTUM DROP FORMULAS

SITUATION	CALCULATION
An Opponent Connects an Attack	Attack Hit Base Value × Level of Difficulty Drop Correction - Momentum Rate Action Correction
When Standing Idle	(Basic Drop Value + Momentum Rate Action Correction 2) × Manager Correction

Attack Hit Base Value: The attack hit base value is the exact amount of damage inflicted by an attack. If an attack inflicts 6 points of damage, this value is 6. In most cases, use the lowest value of the damage level to be on the safe side.

Level of Difficulty Correction: The level of difficulty correction is determined by the difficulty setting. The higher the difficulty setting the slower momentum rises, and the faster momentum drops.

Move Type Correction: If you continually use the same attack over and over again, your momentum does not increase. If you use the same type of move repeatedly, it is more difficult to increase momentum. For example, if you use the same standing strike over and over again, you will not gain any momentum. If you alternate between two different standing strikes, you will gain momentum, but very little.

Momentum Rate Attack/Taunt/Action Correction: You can change the rate of momentum gained by attacks, taunts, and actions in the options menu. These changes are measured by a visual bar, with a set level value. An empty bar equates to level 0, a bar that is half full equates to level 10 (default setting), and a bar that is completely full equates to level 20. The higher the level, the faster momentum is gained.

Momentum Bar Charge Speed Correction: You can directly change the momentum bar charge speed in the options menu. There are three different settings: slow, normal, and fast.

Momentum Rate Action Correction 2: This is exactly the same as the original momentum rate action correction, except that it only comes into play when your Superstar is idle.

Manager Correction: When a manager is idle, the rate of momentum drop is decreased, meaning momentum drops at a slower pace.

Taunt Base Value: The longer the animation of a taunt, the higher the base value number is and the more momentum a Superstar gains.

Taunt Correction: If the same taunt is performed twice consecutively, the amount of momentum gained is cut in half. On the third consecutive use, you receive no momentum gain, and on the fourth consecutive use you lose momentum.

Reversal Base Value: The longer the animation of a reversal, the higher the base value number is and the more momentum a Superstar gains. The value is always between 4 and 8, with 4 being for reversals in which you evade instead of counterattack, and 8 being for reversals in which you counterattack. The more elaborate (damaging) the counterattack, the higher the value, up to 8.

LEVEL OF DIFFICULTY BOOST CORRECTION

DIFFICULTY SETTING	CORRECTION VALUE
Easy	1.0
Normal	0.9
Hard	0.8
Legend	0.7

LEVEL OF DIFFICULTY DROP CORRECTION

DIFFICULTY SETTING	CORRECTION VALUE
Easy	0.2
Normal	0.3
Hard	0.4
Legend	0.4

MOVE TYPE CORRECTION

ATTACK CONDITION	CORRECTION VALUE
Repeating the Same Exact Attack	No increase in momentum
Repeating the Same Category of Attack	0.5
Using Different Categories of Attack	1.0

MOMENTUM RATE ATTACK/TAUNT/ACTION CORRECTION

LEVEL	CORRECTION VALUE
Level 0	0.50
Level 1	0.55
Level 2	0.60
Level 3	0.65
Level 4	0.70
Level 5	0.75
Level 6	0.80
Level 7	0.85
Level 8	0.90
Level 9	0.95
Level 10	1.00
Level 11	1.05
Level 12	1.10
Level 13	1.15
Level 14	1.20
Level 15	1.25
Level 16	1.30
Level 17	1.35
Level 18	1.40
Level 19	1.45
Level 20	1.50

MOMENTUM BAR CHARGE SPEED CORRECTION

OPTION SETTING	CORRECTION VALUE
Slow	0.7
Normal	1.0
Fast	1.3

BASIC DROP VALUE BY DIFFICULTY

DIFFICULTY SETTING	BASE VALUE
Easy	0.1
Normal	0.2
Hard	0.3
Legend	0.4

MOMENTUM RATE ACTION CORRECTION 2

LEVEL	CORRECTION VALUE
Level 0	0.05
Level 1	0.06
Level 2	0.07
Level 3	0.08
Level 4	0.09
Level 5	0.10
Level 6	0.11
Level 7	0.12
Level 8	0.13
Level 9	0.14
Level 10	0.15
Level 11	0.16
Level 12	0.17
Level 13	0.18
Level 14	0.19
Level 15	0.20
Level 16	0.21
Level 17	0.22
Level 18	0.23
Level 19	0.24
Level 20	0.25

MANAGER CORRECTION

MANAGER STATUS	CORRECTION VALUE
Active	No value
Idle	0.5

TAUNT CORRECTION

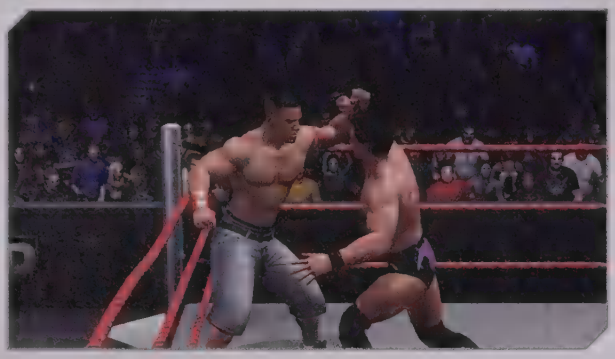
CONSECUTIVE TAUNTS	CORRECTION VALUE
1	1.0
2	0.5
3	0
4	-1.0

TAUNT BASE VALUE FORMULA

Total Number of Frames for Taunt Animation = 0.001 × (Charisma Attribute Value × 0.75 + 3)

The formula to calculate the taunt base value requires the number of frames of animation for each taunt. It is not possible to obtain this exact number, but it generally varies from 10 to 60 frames depending on the length of the taunt (shorter length being 10 and longer length being 60). Estimate the number of frames to plug into the formula.

REVERSALS



Reversals are a very big part of *WWE SmackDown vs. Raw 2011*. When the reversal button appears above your character's head, you have a very specific time frame in which you can input the command and escape or reverse the attack. This window of opportunity is measured in frames and referred to as frame data.

There are 60 frames in a single second. So if you have 15 frames to reverse an attack, that means you essentially have a quarter of a second to press the designated reversal button. It may not seem like a long time on paper, but it's enough time to react for most players.

There is a specific formula used to calculate the number of frames in a reversal window, but no matter what result you get from the formula, you will always have at least two frames to reverse an attack.

TIP

While advanced players are able to see an attack coming and use a reversal in reaction to seeing the attack, many other players will not have this level of reflex skill. In these cases, it's best to attempt to predict the opponent's attack. If you press the designated reversal button just before the on-screen command appears, as long as you're not overly damaged you'll usually reverse or escape the attack. Keep in mind that the more damage your Superstar has sustained, the harder it is to perform a successful reversal.

NOTE

When a grapple is reversed the opposing player enters an offensive grapple position. At this point, the defensive player has an opportunity to perform a reversal; if the reversal is successful, the cycle is repeated. However, a series of grapples can only be reversed up to three times. After the third reversal, the two competitors revert to a standing position.

REVERSAL WINDOW FORMULA

Base Number of Frames for Reversals × Damage Correction × Bleeding Correction × Match Time Correction × Option Setting Corrections + Technical Correction

Base Number of Frames: The base number of frames for a reversal is determined by the difficulty setting. The higher the difficulty setting the shorter the window of opportunity and the harder it is to time a reversal.

Damage Correction: The damage correction value is determined by the amount of damage the Superstar has sustained per limb. The damage is calculated into a point value, which is then calculated into the appropriate damage correction value.

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Bleeding Correction: The more serious your Superstar is bleeding from the forehead, the shorter the window of opportunity and the harder it is to time a reversal.

Match Time Correction: The longer a match has been going, the more fatigue sets in and the shorter the window of opportunity and the harder it is to time a reversal.

Technical Correction: The higher a Superstar's Technical Attribute, the longer the window of opportunity and the easier it is to time a reversal.

Option Setting Correction: You can change the difficulty of specific reversals in the options menu. These changes are measured by a visual bar, with a set level value. An empty bar equates to level 0, a bar that is half full equates to level 10 (default setting), and a bar that is completely full equates to level 20. The higher the level, the longer the window of opportunity and the easier it is to time a reversal.

BASE REVERSAL FRAMES BY DIFFICULTY

DIFFICULTY SETTING	BASE REVERSAL FRAMES
Easy	15 frames
Normal	13 frames
Hard	11 frames
Legend	9 frames

DAMAGE POINT VALUES

DAMAGE SUSTAINED	POINT VALUE
Light Damage	1 point per limb
Moderate Damage	2 points per limb
Heavy Damage	3 points per limb

DAMAGE CORRECTION VALUES

DAMAGE POINTS	CORRECTION VALUE
1 or Less	1.0
2	0.95
3	0.90
4 or More	0.85

BLEEDING CORRECTION VALUES

DEGREE OF BLEEDING	CORRECTION VALUE
No Bleeding	1.0
Light Bleeding	0.9
Moderate Bleeding	0.85
Heavy Bleeding	0.8

MATCH TIME CORRECTION VALUES

ELAPSED TIME	CORRECTION VALUE
3 Minutes or Less	1.0
3–6 Minutes	0.9
9 Minutes or More	0.8

TECHNICAL CORRECTION VALUES

TECHNICAL ATTRIBUTE	CORRECTION VALUE
0–79	-1
80–84	-0.5
85–89	No value
90–99	1

OPTION SETTING CORRECTION VALUES

LEVEL	CORRECTION VALUE
Level 0	0.80
Level 1	0.82
Level 2	0.84
Level 3	0.86
Level 4	0.88
Level 5	0.90
Level 6	0.92
Level 7	0.94
Level 8	0.96
Level 9	0.98
Level 10	1.00
Level 11	1.02
Level 12	1.04
Level 13	1.06
Level 14	1.08
Level 15	1.10
Level 16	1.12
Level 17	1.14
Level 18	1.16
Level 19	1.18
Level 20	1.20

STRATEGIES

DIFFICULTY SETTINGS

The first thing to note when going into a match is to be aware of the difficulty settings in the options menu. The higher the difficulty, the more aggressive the computer-controlled opponents, the higher the chances of a computer opponent reversing one of your attacks, and the harder it is for a human opponent to reverse an attack. When competing against a human opponent, a higher difficulty setting gives you more freedom to attack, due to the shorter reversal window.

Against the computer, it also becomes more difficult to pin an opponent when the difficulty setting is higher. On Hard or Legend, you must inflict significantly more damage to computer opponents before you can pin them, compared to playing on Easy or Normal.

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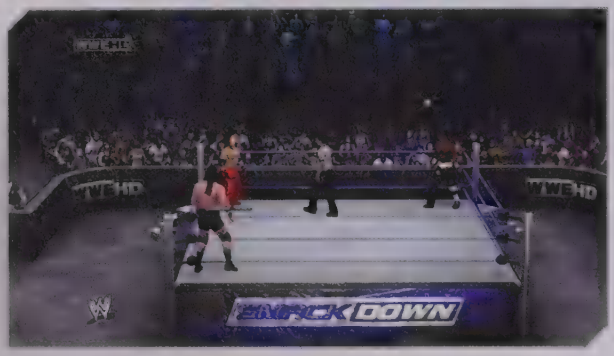
VARIED ATTACKS

Keeping your attacks varied is one of the most important strategies against the computer or a human opponent. Not only will you gain momentum faster, allowing you access to Finishers and Signature Moves faster, but the computer will reverse your attacks less frequently, which is extremely important. It also becomes harder for a human opponent to predict your next attack, which means they will have a far more difficult time successfully reversing it. The less an opponent reverses your attacks, the more damage you can inflict and the faster the match is over.

FACING MULTIPLE OPPONENTS

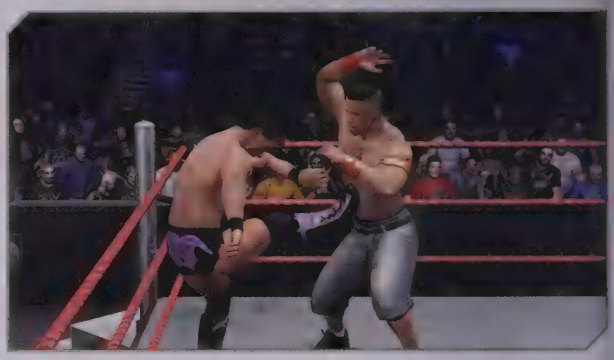


Any time you must face more than one opponent, you need to change the way you approach the match. It doesn't matter if it's a human- or computer-controlled opponent. In many cases, even if one of the opponents is controlled by another human, there may be random interference from a computer-controlled Superstar, or it may be a match that includes more than two Superstars.

It's important to remember that a computer-controlled opponent will try to attack at all times. When you're close to two or more opponents, use attacks with long animations. During these animations you are invincible to attacks from the surrounding opponents. Irish Whips and grapples work especially well in these situations. Irish Whip an opponent into the turnbuckle, then move them up to the top rope and use yet another grapple to not only inflict significant damage but also keep your Superstar invincible to attack.

Even if you're in the middle of an invincible animation, a computer-controlled opponent may still attempt to attack. Against such aggressive opponents, use an Irish Whip to move them away from the action and allow you to focus on your current opponent. In the ring, a quick Irish Whip near the ropes knocks an opponent over the ropes. Follow it up with a running strike or running grapple to knock them to the concrete below. This gives you plenty of time to continue pummeling your current opponent, without fear of being interrupted.

REVERSALS, REVERSALS, REVERSALS



When two skilled human competitors face off against one another, the deciding factor in the match is who has superior reversal skills. Virtually every attack in the game can be reversed, so theoretically, if you can score a successful reversal 100 percent of the time, you'll probably never lose a match. Of course, it's nearly impossible to have a 100 percent reversal success rate, but it's important to look for times when it's easy to reverse attacks, and to avoid using attacks that are easily reversible.

Attacks with long animations are generally easily reversible. For example, any attack off of the top rope or atop the turnbuckle is relatively easy to reverse. Not only can you see the attack coming from a mile away, but you have more time to use the reversal command.

Ground strikes are generally very easy to reverse as well. Most people attempt a ground strike as soon as an opponent hits the ground, which makes it very predictable. In addition, ground strikes are relatively fast, so if you press the reversal button as soon as you anticipate a ground strike is coming, and you anticipated correctly, chances are you'll score the reversal.

There are a few exceptions, such as varied animations for ground strikes and ground grapples. For example, The Rock's basic ground strike is a delayed kick. The animation of this attack makes it seem like a normal ground strike, which may throw off your reversal timing. However, this is something that should only happen a few times. Once you get accustomed to the unique animation, it's very easy to reverse.

Certain ground grapples have a very delayed animation. So while it's clear your opponent has pressed an attack button, your reversal timing is thrown off

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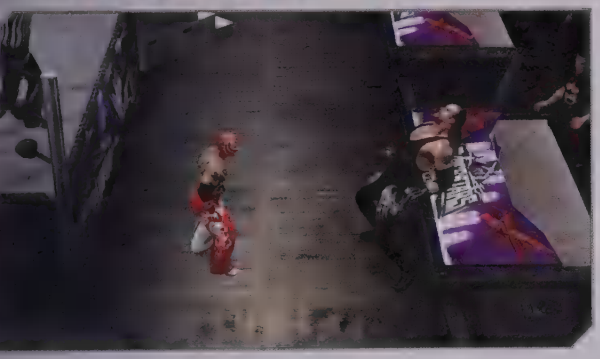
ecause the attack doesn't fully execute until several econds later. Therefore, if you mix up your attacks etween grapples and quick strikes, you'll have a much igher chance of avoiding an opponent's reversal.

RING SURROUNDINGS



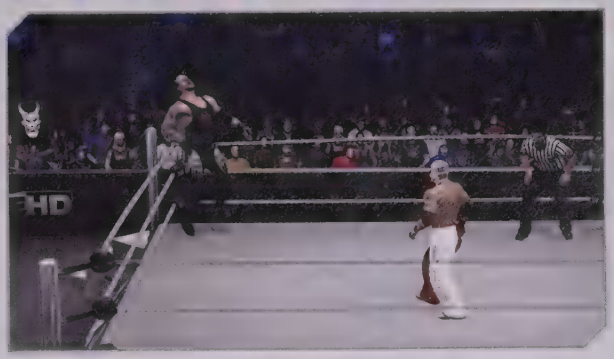
Be very mindful of the area surrounding the ring. Unless you're in a no-disqualification match, you can only stay outside the ring for a 10 count (around 45 seconds), but that's plenty of time to inflict damage on an opponent. Against the computer, slamming an opponent through the announcers' table is a great way to inflict massive damage. However, against a human opponent it can be somewhat dangerous (due to the ease of reversing the attack) unless the difficulty is set fairly high or the opponent is already heavily damaged.

Once you're outside of the ring, Irish Whip an opponent into the stairs or the front railing in front of the fans. Tossing an opponent into the stairs knocks the stairs loose and creates a new object you can use in a no-Disqualification match. Slam an opponent into the railing and you can use multiple grapples. You can also Irish Whip an opponent into the outside of the turnbuckle, then use an environmental grapple to inflict even more damage and automatically toss your opponent back into the ring (if the count is near 10, instead of using this technique you should get back in the ring, leave the opponent outside, and win by count out).

TIP

In order to put an opponent through an announcers' table you'll first need to remove the tabletop covering. Move the left analog stick or control stick toward the announcers' table and press the pick up object button. After the tabletop cover has been removed, Irish Whip the opponent toward the table and then move the grapple stick (in any direction) to place them on top of the table. From there you can mount the top of a ladder or turnbuckle or perform a diving attack to put them through it.

REMOVE THE TURNBUCKLE PAD



Inflicting damage is the key to winning almost any match, so you need to take advantage of every situation to inflict more damage. If the opponent is groggy, move toward the turnbuckle and press the pick up object button to remove the padding. Now, anytime you Irish Whip an opponent into the turnbuckle, it will inflict more damage with the impact and you can still follow it with standard corner grapples and strikes.

TIP

If you're thrown into a corner whose turnbuckle pad has been removed you can reverse the impact by pressing the reversal button just as you're about to collide with the metal.

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OUTSIDE INTERFERENCE

When playing Normal Matches (outside of the *Road to WrestleMania* mode), the WWE Universe is active. At any point in time, random Superstars may interfere with an ongoing match. While it may seem like these instances happen randomly, there's an underlying system that determines the chance of Superstar interference occurring. However, even if the designated criteria is met, it does not mean interference will occur. It simply means that the chance of a Superstar interfering with the match becomes higher.

When one of the conditions in the Superstar Interference Conditions table occurs, a "lottery drawing" is initiated to determine if the interference will happen or not. The higher the chance of the interference occurring, the higher the probability the lottery drawing will result in a Superstar interfering with the match. Once a lottery drawing has taken place, another drawing cannot occur for at least 20 seconds. It is also not possible to trigger interference during the first 30 seconds of a match.

The Superstar that interferes is somewhat random, but not entirely. It will always be an enemy of the Superstar triggering the interference, or an ally of their opponent. Interfering Superstars always target the Superstar who performed the action that triggered the interference.

In some instances, a second Superstar comes out to assist the interfering Superstar 10 seconds after the initial interference. This is a random occurrence, but there's always a 40 percent chance an assisting Superstar will appear.

SUPERSTAR INTERFERENCE CONDITIONS

SITUATION	CHANCE OF INTERFERENCE
Momentum Maxes Out	10%
Referee Is Knocked Out	20%
Climbed the Ladder and Touched the Suspended Object	15%
A Finisher Is Executed	20%

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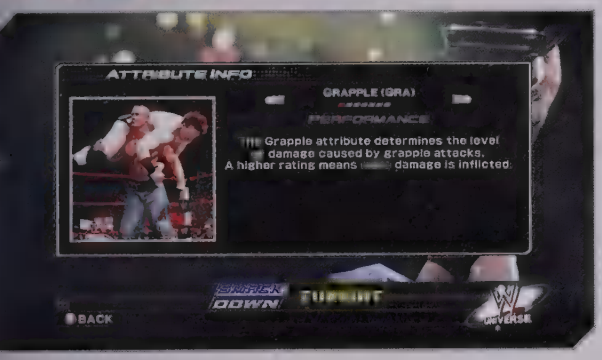
WWE SUPERSTARS, DIVAS AND LEGENDS

BASICS

ATTRIBUTES



Charisma (CHA): Charisma determines the amount of momentum a Superstar earns from performing taunts. The higher the rating, the more momentum that is earned.

Durability (DUR): Durability determines the amount of damage a Superstar can withstand. A higher rating means the Superstar is more difficult to damage.

Grapple (GRA): The Grapple attribute determines the level of damage caused by grapple attacks. A higher rating means more damage is inflicted.

Speed (SPD): Speed determines the quickness of a Superstar's movement.

Strikes (STR): The Strikes attribute determines the level of damage caused by strike attacks. A higher rating means more damage is inflicted.

Submission (SUB): The Submission attribute determines the level of damage caused by submissions as well as a Superstar's effectiveness at escaping them.

Technical (TEC): The Technical score determines a Superstar's effectiveness at reversing attacks. Superstars with a higher rating can reverse attacks more easily. Superstars with a Technical rating of 75 or above can reverse chain grapple attempts into another chain grapple hold.

OVERALL RATING

A Superstar's Overall rating is determined based on the attribute values. The formula is: Total Sum of Attribute Values ÷ 6.3 = Overall Score

NOTE

These attribute tables are designed to make it easy to determine the top Superstar for each attribute category.

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SUPERSTAR CHARISMA RATINGS

SUPERSTAR	CHARISMA
The Rock	100
Shawn Michaels	100
Undertaker	95
Stone Cold	95
Chris Jericho	95
Rob Van Dam	95
Santino Marella	95
Kelly Kelly	95
Batista	90
CM Punk	90
John Cena	90
Triple H	90
Randy Orton	90
Edge	90
Mr. McMahon	90
The Miz	90
Mickie James	90
Ricky Steamboat	85
Kane	85
Melina	85
R-Truth	85
Maryse	85
Kofi Kingston	80
Jake Roberts	80
Jimmy Snuka	80
Terry Funk	80
Rey Mysterio	80
Christian	80
Matt Hardy	80
Dolph Ziggler	80
MVP	80
Goldust	80
Beth Phoenix	80
Eve	80
Gail Kim	75
Drew McIntyre	75
Zack Ryder	75
Jack Swagger	75
Big Show	75
John Morrison	75
Evan Bourne	75
Yoshi Tatsu	75
William Regal	75
Mark Henry	70
Michelle McCool	70
JTG	70
Shad	70
Tyson Kidd	70
David Hart Smith	70
Sheamus	70
Shelton Benjamin	70
Ted DiBiase	70
Cody Rhodes	70
Primo	70
Natalya	70
Alicia Fox	70
Brie Bella	70
Nikki Bella	70
Vladimir Kozlov	65
Vance Archer	65
Ezekiel Jackson	65
Finlay	60
Luke Gallows	60
Chavo Guerrero	60
Mike Knox	55
Druid	50

SUPERSTAR DURABILITY RATINGS

SUPERSTAR	DURABILITY
The Rock	90
Undertaker	90
John Cena	90
Stone Cold	90
Triple H	90
Randy Orton	90
Terry Funk	90
Sheamus	90
Jimmy Snuka	85
Jake Roberts	85
Edge	85
Batista	85
Shawn Michaels	80
Chris Jericho	80
Ricky Steamboat	80
Rob Van Dam	80
CM Punk	80
Jack Swagger	80
Kane	80
Big Show	80
John Morrison	80
Dolph Ziggler	80
Mr. McMahon	80
Kofi Kingston	80
The Miz	80
Beth Phoenix	80
Drew McIntyre	80
Ezekiel Jackson	80
Rey Mysterio	75
Christian	75
MVP	75
R-Truth	75
William Regal	75
Cody Rhodes	75
Vladimir Kozlov	75
David Hart Smith	75
Alicia Fox	75
Finlay	70
Matt Hardy	70
Shelton Benjamin	70
Evan Bourne	70
Ted DiBiase	70
Yoshi Tatsu	70
Primo	70
Gail Kim	70
Mickie James	70
Mark Henry	70
Mike Knox	70
Michelle McCool	70
JTG	70
Shad	70
Vance Archer	70
Tyson Kidd	70
Zack Ryder	70
Luke Gallows	70
Goldust	70
Chavo Guerrero	70
Maryse	70
Eve	70
Melina	70
Natalya	65
Kelly Kelly	65
Brie Bella	60
Nikki Bella	60
Santino Marella	50
Druid	50

SUPERSTAR GRAPPLE RATINGS

SUPERSTAR	GRAPPLE
Big Show	100
John Cena	90
Batista	90
Kane	90
Sheamus	90
Mark Henry	90
Ezekiel Jackson	90
Undertaker	85
Triple H	85
Mike Knox	85
The Rock	80
Stone Cold	80
Randy Orton	80
Jimmy Snuka	80
Jake Roberts	80
Ricky Steamboat	80
Edge	80
Terry Funk	80
Jack Swagger	80
Shelton Benjamin	80
William Regal	80
Vladimir Kozlov	80
Drew McIntyre	80
Vance Archer	80
David Hart Smith	80
Shawn Michaels	75
Chris Jericho	75
Rob Van Dam	75
CM Punk	75
Christian	75
Matt Hardy	75
Dolph Ziggler	75
MVP	75
Mr. McMahon	75
Kofi Kingston	75
The Miz	75
Ted DiBiase	75
R-Truth	75
Shad	75
Luke Gallows	75
Rey Mysterio	70
Finlay	70
John Morrison	70
Evan Bourne	70
Yoshi Tatsu	70
Cody Rhodes	70
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Dolph Ziggler	80
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Christian	75
Kane	75
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Gail Kim	70
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ABILITIES

DIRTY PIN

Description: To pin your opponent with both of your legs propped up on the third rope.

How to Perform: When your opponent is grounded near the ropes, press the Irish Whip button to execute the pinfall.

Under normal circumstances, you must drag an opponent away from the ropes before initiating a pin. If you do not, the pin is automatically interrupted. The Dirty Pin ability means you do not have to drag an opponent away from the ropes before you pin them. This saves time and may catch a novice opponent off guard.

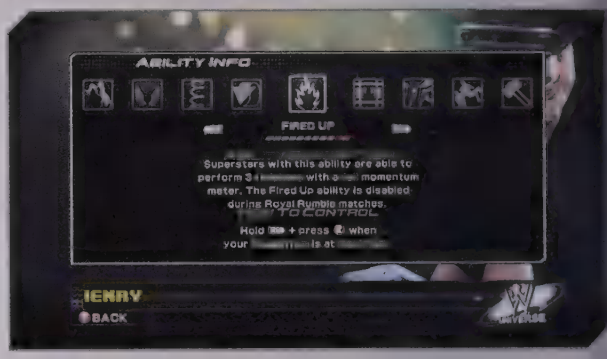
DURABILITY

Description: Massage a damaged limb to restore a small amount of health.

How to Perform: When heavily damaged, hold the Finisher/Signature Move button when the on-screen command appears.

While the amount of health restored by this ability is not significant, it can make the difference between a win or a loss, especially in a close match. As soon as the ability becomes available, move away from your opponent and use it immediately.

FIRED UP



Description: Superstars with this ability can perform three Finishers with a full momentum meter. The Fired Up ability is disabled during Royal Rumble matches.

How to Perform: Hold the Turn Opponent button and press the Finisher/Signature Move button when your momentum is at maximum.

Be careful when using this ability near the beginning of a match or before an opponent has been heavily damaged. If you use it too soon, a skilled opponent will anticipate that three Finishers are coming as soon as you activate the ability. This makes it easier for an opponent to reverse the Finisher and turn the tables on you. Wait until later in a match when it becomes more difficult to reverse an attack. You should also use strikes and grapples alongside the Finishers so the opponent doesn't know when the next Finisher is coming.

HAMMER THROW

Description: Slam opponents into the corner with an Irish Whip, causing them to fall to ringside.

How to Perform: Hold the Irish Whip button during an Irish Whip.

This ability is useful near a corner if you want to remove an opponent from the ring. Against multiple opponents this ability can buy you time to pin another opponent, or simply get an opponent away from you if it's too crowded. If you use this ability in the open, the opponent falls to the ground.

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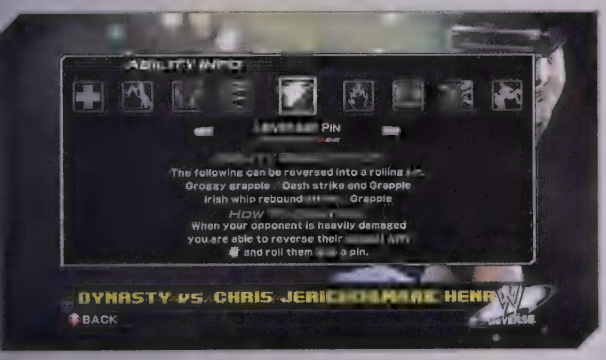
KIP-UP

Description: Use Kip-Up to instantly get up from a grounded state.

How to Perform: Press the Finisher/Signature Move button when you're heavily damaged and grounded.

This ability is great because it prevents an opponent from attacking you while you're grounded. Grounded attacks are generally easier to reverse than most other attacks, but it's still better to avoid them completely with Kip-Up. Plus, when you get up with the Kip-Up you activate your Finisher.

LEVERAGE PIN



Description: The following can be reversed into a rolling pin: groggy grapple, running strike and grapple, Irish Whip rebound strike, grapple.

How to Perform: When your opponent is heavily damaged you can reverse specific attacks with the Attack Reversal button and roll your opponent into a pin.

This ability works well as somewhat of a surprise pin. You also do not have to think about this ability because you should already be trying to reverse all of your opponent's attacks. However, if you're facing off against an opponent who has this ability, use basic and heavy strikes as well as Irish Whips into the turnbuckle to avoid a potentially match-ending pin reversal.

MOVE THIEF

Description: Use your opponent's Finisher or Signature Move.

How to Perform: Press the Turn Opponent button plus the Finisher/Signature Move button once you have 75 percent of your momentum gauge.

There's not much to the Move Thief ability. If your opponent knows your character well, you can throw them off by using Finishers and Signature Moves from positions that you would not normally be able to, but against a skilled opponent it's unlikely to have a significant impact on the outcome of the match.

OUTSIDE DIVES

Description: You can execute a running dive attack to the outside of the ring.

How to Perform: Press the Strike button while running toward the ropes.

This is a good ability to use against a computer-controlled opponent, but against a human opponent it's very risky. Most dives are very easy to reverse, which leads to fairly big damage to the aggressor. A dive executed from inside the ring that ends outside of the ring is even easier to reverse for a skilled human opponent.

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RESILIENCY

Description: Superstars and Divas have a higher probability of kicking out of pins and escaping out of submission holds.

How to Perform: This is an automatic operation when a Superstar is pinned or put into a submission hold.

This is an automatic ability that simply makes it easier to escape a pin or submission hold. In most cases, against a Superstar with this ability, you must damage them significantly before you can win the match.

RING ESCAPE

Description: Escape to ringside when grounded near the ropes.

How to Perform: Press the Run button when grounded and near the ropes.

If you're in trouble and near the ropes, this ability works well. You can easily escape any attacks from an aggressive opponent and get up instantly. However, you lose a considerable amount of momentum when this ability is used. If you're already losing the match, the momentum loss could be the difference between winning and losing. If you feel confident in your ability to reverse attacks while grounded, avoid using this ability.

SPRINGBOARD DIVES

Description: You can execute a springboard attack from inside or outside the ring.

How to Perform: While leaning on the ropes, in the ring or on the apron, hold the left analog stick or control stick in the desired direction and press the Strike button.

Springboard Dives fall under the same risk category as Outside Dives. While they are slightly harder to reverse due to their speed, against a skilled opponent a Springboard Dive is still relatively easy to reverse. Be careful when using these against human opponents, especially early in a match when reversing is easier.

TIP

If a Superstar equipped with the Springboard Dives ability is thrown into the corner by an opponent, the Superstar can execute a counter springboard attack by moving the left analog stick toward the corner and pressing the Strike button. The timing is strict and you must input the command right before the Superstar is about to collide into the turnbuckle. However, this is a good way to catch an opponent off guard.

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SUPERSTAR ABILITIES CHART

ABILITY	SUPERSTAR
Dirty Pin	Chavo Guerrero, Dolph Ziggler, Drew McIntyre, The Miz, Mr. McMahon, William Regal
Durability	Beth Phoenix, Big Show, Christian, Natalya, R-Truth, Undertaker, Jack Swagger, Vladimir Kozlov
Fired Up	Batista, Edge, Jimmy Snuka, John Cena, Randy Orton, The Rock, Sheamus, Stone Cold, Terry Funk, Triple H
Hammer Throw	Batista, Beth Phoenix, Big Show, Christian, CM Punk, Cody Rhodes, David Hart Smith, Dolph Ziggler, Drew McIntyre, Ezekiel Jackson, Finlay, Gail Kim, Goldust, Jack Swagger, Jake Roberts, Jimmy Snuka, John Cena, John Morrison, JTG, Kane, Luke Gallows, Mark Henry, Matt Hardy, Melina, Michelle McCool, Mickie James, Mike Knox, The Miz, Mr. McMahon, MVP, Natalya, R-Truth, Randy Orton, Rob Van Dam, The Rock, Shad, Shawn Michaels, Sheamus, Shelton Benjamin, Stone Cold, Ted DiBiase, Terry Funk, Triple H, Undertaker, Vance Archer, Vladimir Kozlov, William Regal, Yoshi Tatsu, Zack Ryder
Kip-Up	Kane, Ricky Steamboat, The Rock, Shawn Michaels, Stone Cold, Undertaker
Leverage Pin	Alicia Fox, Chris Jericho, Christian, CM Punk, Cody Rhodes, Dolph Ziggler, Evan Bourne, Gail Kim, Goldust, Kofi Kingston, Maryse, Matt Hardy, Melina, Michelle McCool, Mickie James, Primo, R-Truth, Rey Mysterio, Ricky Steamboat, Santino Marella, Shawn Michaels, Tyson Kidd, Yoshi Tatsu, Zack Ryder
Move Thief	Brie Bella, Eve, JTG, Kelly Kelly, Nikki Bella, The Rock, Santino Marella
Outside Dives	Chavo Guerrero, Chris Jericho, CM Punk, Cody Rhodes, Dolph Ziggler, Evan Bourne, Gail Kim, Jimmy Snuka, John Morrison, JTG, Kofi Kingston, Matt Hardy, MVP, Primo, R-Truth, Rey Mysterio, Ricky Steamboat, Rob Van Dam, Shawn Michaels, Shelton Benjamin, Tyson Kidd, Yoshi Tatsu
Resiliency	Batista, Chris Jericho, Edge, Jake Roberts, Jimmy Snuka, John Cena, Randy Orton, Rey Mysterio, Ricky Steamboat, Rob Van Dam, The Rock, Shawn Michaels, Sheamus, Stone Cold, Terry Funk, Triple H, Undertaker
Ring Escape	Batista, Chavo Guerrero, Chris Jericho, Dolph Ziggler, Drew McIntyre, Edge, Jake Roberts, Luke Gallows, Maryse, Michelle McCool, The Miz, Mr. McMahon, Ted DiBiase, Vance Archer, William Regal, Zack Ryder
Springboard Dives	Chris Jericho, Christian, CM Punk, Cody Rhodes, Evan Bourne, Gail Kim, John Morrison, Kofi Kingston, Primo, Rey Mysterio, Rob Van Dam, Shelton Benjamin, Tyson Kidd

FINISHER AND SIGNATURE MOVE SITUATIONS

To execute a Finisher or Signature Move, in addition to your momentum bar being at 75 percent (Signature Move) or 100 percent (Finisher), you and the opponent must be in a specific situation. When this situation occurs, an on-screen command for the Finisher or Signature Move appears.

Behind opponent: Both competitors must be standing, with the aggressor behind the opponent.

Face opponent: Both competitors must be standing, with the aggressor facing the opponent's front.

Face rebounding opponent: Use an Irish Whip to rebound the opponent off of the ropes.

Opponent grounded: The opponent must be on the ground and not in the process of getting up.

Player on the top rope: You must be on top of the turnbuckle and close enough to reach the opponent after jumping off the turnbuckle.

Run toward opponent: You must be running toward a standing opponent.

NOTE

All Finishers and Signature Moves fall under one of two categories depending on how they are performed. Category 1 is executed by pressing the Finisher/Signature Move button, and category 2 is done by pressing the Finisher/Signature Move button while holding the left analog stick or control stick in any direction. All Finishers and Signature Moves fall under category 1 unless otherwise stated. Category 2 is listed in parentheses next to the name of a Finisher or Signature Move when applicable.

INSTANT RUNNING ATTACKS

Many Finishers and Signature Moves require you to run toward an opponent. To perform these attacks, you do not need to start running from a distance. If you hold the Run button and attempt to run toward the opponent at close range, then immediately input the command for the Finisher or Signature Move, you'll perform the attack instantly and it will not appear as though your Superstar was running. This also works for running strikes and grapples.

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SUPERSTAR MOVE LIST

Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Navigate	●	●	●	D-Pad	○	Ⓛ	○
Go from the ring to the apron	Inside the ring, face outside the ring + Ⓐ / Ⓛ (hold toward outside the ring)	Inside the ring, face outside the ring + ✕	Inside the ring, face outside the ring + ✕	Inside the ring, face outside the ring + D-pad + ✕	Inside the ring, face outside the ring + Z	Inside the ring, face outside the ring + Ⓑ	Inside the ring, face outside the ring + Ⓑ
Go from the ring to ringside	Inside the ring, face outside the ring + Ⓐ (hold)	Inside the ring, face outside the ring + ✕ (hold)	Inside the ring, face outside the ring + ✕ (hold)	Inside the ring, face outside the ring + ✕ (hold)	Inside the ring, face outside the ring + Z (hold)	Inside the ring, face outside the ring + Ⓑ (hold)	Inside the ring, face outside the ring + Ⓑ (hold)
Get down from the apron to ringside	On the apron, face outside the ring + Ⓐ	On the apron, face outside the ring + ✕	On the apron, face outside the ring + ✕	On the apron, face outside the ring + ✕	On the apron, face outside the ring + ○ + Z	On the apron, face outside the ring + Ⓑ	On the apron, face outside the ring + Ⓑ
Get up on the apron from ringside	Outside the ring, face inside the ring + Ⓐ	Outside the ring, face inside the ring + ✕	Outside the ring, face inside the ring + ✕	Outside the ring, face inside the ring + D-pad + + ✕	Outside the ring, face inside the ring + ○ + Z	Outside the ring, face inside the ring + Ⓑ	Outside the ring, face inside the ring + Ⓑ
Enter the ring from ringside	Outside the ring, face inside the ring + Ⓐ (hold)	Outside the ring, face inside the ring + ✕ (hold)	Outside the ring, face inside the ring + ✕ (hold)	Outside the ring, face inside the ring + ✕ (hold)	Outside the ring, face inside the ring + ○ + Z (hold)	Outside the ring, face inside the ring + Ⓛ + Ⓑ (hold)	Outside the ring, face inside the ring + Ⓑ (hold)
Enter the ring from the apron	On the apron, face inside the ring + Ⓐ	On the apron, face inside the ring + ✕	On the apron, face inside the ring + ✕	On the apron, face inside the ring + D-pad + ✕	On the apron, Toward the ring + ○ + Z	On the apron, Toward the ring Ⓛ + Ⓑ	On the apron, Toward the ring + ○ + Ⓑ
Run	LB (hold) + Ⓛ	L1 (hold) + Ⓛ	L1 (hold) + Ⓛ	L (hold) + D-Pad	Ⓒ (hold) + ○	L + Ⓛ	L (hold) + ○
Climb up a corner	Run toward a corner post	Run toward a corner post	Run toward a corner post	Run toward a corner post	Run toward a corner post	Run toward a corner post	Run toward a corner post
Climb up a corner from ringside	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post
Taunt	✪	D-Pad	D-Pad	Analog Pad	✚	✚	✚
Pin	With the opponent grounded, Ⓑ	With the opponent grounded, ■	With the opponent grounded, ■	With the opponent grounded, ● / R + ✕	With the opponent grounded, Ⓒ (hold)	With the opponent grounded, Ⓐ	With the opponent grounded, ✕
Cancel a pin (if you are the one pinning)	RB	R1	R1	R	Ⓒ	R	R
Reverse a pin	Mash buttons / (hold) buttons	Mash buttons / (hold) buttons	Mash buttons / (hold) buttons	Mash buttons / (hold) buttons	Mash buttons / Hold buttons	Mash buttons / (hold) buttons	Mash buttons / (hold) buttons
Strike	✕	■	■	■	Ⓐ	Ⓨ	Ⓐ
Grapple	●	Ⓡ	Ⓡ	D-Pad (any direction) + ●	B + ○	Ⓡ	Ⓒ
Initiate Collar and Elbow Mini-game	Time pressing Ⓡ with opponent's grapple	Time pressing Ⓡ with opponent's grapple	Time pressing Ⓡ with opponent's grapple	Time pressing D-Pad + ● with opponent's grapple	Time pressing B + ○ with opponent's grapple	Time pressing Ⓡ with opponent's grapple	Time pressing Ⓒ with opponent's grapple
During Collar and Elbow Mini-game	Mash Ⓐ	Mash ✕	Mash ✕	Mash ✕	Mash Ⓐ	Mash Ⓑ	Mash Ⓑ
Irish Whip	Ⓑ	●	●	R + ✕	Z + Ⓒ + ○	Ⓐ	✕
Pick up an object	Ⓐ	✕	✕	✕	Z	Ⓑ	Ⓑ
Open the Pause Menu	START	START	START	START	⊕	⊕	START
Take out an object from under the ring	At ringside, around the center of the apron, Ⓐ	At ringside, around the center of the apron, ✕	At ringside, around the center of the apron, ✕	At ringside, around the center of the apron, ✕	At ringside, around the center of the apron, Z	At ringside, around the center of the apron, Ⓑ	At ringside, around the center of the apron, Ⓑ

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Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Change targets (Manual Target only)	L Click	■	L3	SELECT	⊖	•SELECT	R Hold + Z
Reverse a move	RT	R2	R2	R	B	R	R
Punch Reversals							
Strike	X	■	■	■	A	Y	A
Quick Grapple	R	R	R	D-Pad + ●	B + ○	R	C
Front Finisher	Y (Available only to Superstars equipped with a front finisher.)	▲ (Available only to Superstars equipped with a front finisher.)	▲ (Available only to Superstars equipped with a front finisher.)	▲ (Available only to Superstars equipped with a front finisher.)	A + B (Available only to Superstars equipped with a front finisher.)	X (Available only to Superstars equipped with a front finisher.)	Y (Available only to Superstars equipped with a front finisher.)
Reverse a reversal	At the timing for the input of the one grabbing the arm, RT	At the timing for the input of the one grabbing the arm, R2	At the timing for the input of the one grabbing the arm, R2	At the timing for the input of the one grabbing the arm, R	At the timing for the input of the one grabbing the arm, B	At the timing for the input of the one grabbing the arm, R	At the timing for the input of the one grabbing the arm, R
Struggle Submission	R Click	R3	R3	L + Analog Pad	A + B	ZR + Y	Z + A
Kick Reversals							
Strike	X	■	■	■	A	Y	A
Kick Reversal Grapple	R	R	R	D-Pad + ●	B + ○	R	C
Front Finisher	Y (Available only to Superstars equipped with a front finisher.)	▲ (Available only to Superstars equipped with a front finisher.)	▲ (Available only to Superstars equipped with a front finisher.)	▲ (Available only to Superstars equipped with a front finisher.)	A + B (Available only to Superstars equipped with a front finisher.)	X (Available only to Superstars equipped with a front finisher.)	Y (Available only to Superstars equipped with a front finisher.)
Reverse a reversal	At the timing for the input of the one grabbing the leg, RT	At the timing for the input of the one grabbing the leg, R2	At the timing for the input of the one grabbing the leg, R2	At the timing for the input of the one grabbing the leg, R	At the timing for the input of the one grabbing the leg, B	At the timing for the input of the one grabbing the leg, R	At the timing for the input of the one grabbing the leg, R
Struggle Submission	R Click	R3	R3	L + Analog Pad	A + B	ZR + Y	Z + A
Strike Attacks							
Strike Attack 1	X	■	■	■	A	Y	A
Strike Attack 2	L ↓ + X	L ↓ + ■	L ↓ + ■	↓ + ■	○ + A	L + Y	○ ↓ + A
Strike Attack 3	◀L + X	L ← + ■	L ← + ■	← + ■	◀○ + A	◀L + Y	○ ← + A
Strike Attack 4	L ↑ + X	L ↑ + ■	L ↑ + ■	↑ + ■	○ + A	L + Y	○ ↑ + A
Strike Attack 5	L ▶ + X	L → + ■	L → + ■	→ + ■	○▶ + A	L ▶ + Y	○ → + A
Toe Kick	Tilt the L diagonally + X	Tilt the L diagonally + ■	Tilt the L diagonally + ■	Tilt the D-Pad diagonally + ■	Tilt the ○ diagonally + A	Tilt the L diagonally + Y	Tilt the ○ diagonally + A
Strong Strike 1	X (hold)	■ (hold)	■ (hold)	■ (hold)	A (hold)	Y (hold)	A (hold)
Strong Strike 2	X (hold) + L any	■ (hold) + L	■ (hold) + L	■ (hold) + ↑ or ↓, ← or →	A (hold) + ○ ○ ◀○ ○▶	Y (hold) + L L ◀L L▶	A (hold) + ○ ↑ ↓ ← →
Combo (Second Strike)	While performing strike attack, X	While performing strike attack, ■	While performing strike attack, ■	While performing strike attack, ■	While performing strike attack, A	While performing strike attack, Y	While performing strike attack, A
Combo (Third Strike)	While performing the second strike of a combo, X	While performing the second strike of a combo, ■	While performing the second strike of a combo, ■	While performing the second strike of a combo, ■	While performing the second strike of a combo, A	While performing the second strike of a combo, Y	While performing the second strike of a combo, A
Combo (Fourth Strike)	While performing the third strike of a combo, X	While performing the third strike of a combo, ■	While performing the third strike of a combo, ■	While performing the third strike of a combo, ■	While performing the third strike of a combo, A	While performing the third strike of a combo, Y	While performing the third strike of a combo, A
Grapples to a Groggy Opponent							
Front Groggy Grapple 1	When in front of groggy opponent, L	When in front of groggy opponent, R ↓	When in front of groggy opponent, R ↓	When in front of groggy opponent, ← + ●	When in front of groggy opponent, B + L	When in front of groggy opponent, R	When in front of groggy opponent, L

Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Front Groggy Grapple 2	When in front of groggy opponent, ◀Ⓡ	When in front of groggy opponent, Ⓡ ←	When in front of groggy opponent, Ⓡ ←	When in front of groggy opponent, ← + ●	When in front of groggy opponent, B + ←	When in front of groggy opponent, ◀Ⓡ	When in front of groggy opponent, ◀Ⓒ
Front Groggy Grapple 3	When in front of groggy opponent, ▲Ⓡ	When in front of groggy opponent, Ⓡ ↑	When in front of groggy opponent, Ⓡ ↑	When in front of groggy opponent, ↑ + ●	When in front of groggy opponent, B + ↑	When in front of groggy opponent, ▲Ⓡ	When in front of groggy opponent, ▲Ⓒ
Front Groggy Grapple 4	When in front of groggy opponent, ▶Ⓡ	When in front of groggy opponent, Ⓡ →	When in front of groggy opponent, Ⓡ →	When in front of groggy opponent, → + ●	When in front of groggy opponent, B + →	When in front of groggy opponent, ▶Ⓡ	When in front of groggy opponent, ▶Ⓒ
Rear Groggy Grapple 1	When behind groggy opponent, ▼Ⓡ	When behind groggy opponent, Ⓡ ↓	When behind groggy opponent, Ⓡ ↓	When behind groggy opponent, ↓ + ●	When behind groggy opponent, B + ↓	When behind groggy opponent, ▼Ⓡ	When behind groggy opponent, ▼Ⓒ
Rear Groggy Grapple 2	When behind groggy opponent, ◀Ⓡ	When behind groggy opponent, Ⓡ ←	When behind groggy opponent, Ⓡ ←	When behind groggy opponent, ← + ●	When behind groggy opponent, B + ←	When behind groggy opponent, ◀Ⓡ	When behind groggy opponent, ◀Ⓒ
Rear Groggy Grapple 3	When behind groggy opponent, ▲Ⓡ	When behind groggy opponent, Ⓡ ↑	When behind groggy opponent, Ⓡ ↑	When behind groggy opponent, ↑ + ●	When behind groggy opponent, B + ↑	When behind groggy opponent, ▲Ⓡ	When behind groggy opponent, ▲Ⓒ
Rear Groggy Grapple 4	When behind groggy opponent, ▶Ⓡ	When behind groggy opponent, Ⓡ →	When behind groggy opponent, Ⓡ →	When behind groggy opponent, → + ●	When behind groggy opponent, B + →	When behind groggy opponent, ▶Ⓡ	When behind groggy opponent, ▶Ⓒ
Object Grapple (Front) All objects except Ladders	When in front of groggy opponent, Ⓡ	When in front of groggy opponent, Ⓡ	When in front of groggy opponent, Ⓡ	None	None	None	None
Object Grapple (Rear) All objects except Ladders	When behind groggy opponent, Ⓡ	When behind groggy opponent, Ⓡ	When behind groggy opponent, Ⓡ	None	None	None	None
Struggle Submission (Front) (During match not using Object Grapple)	When in front of groggy opponent, Ⓡ (click)	When in front of groggy opponent, R3	When in front of groggy opponent, R3	When in front of groggy opponent, L + Analog Pad	When in front of groggy opponent, Ⓐ + B	When in front of groggy opponent, ZR + Ⓨ	When in front of groggy opponent, Z + Ⓐ
Struggle Submission (Rear) (During match not using Object Grapple)	When behind groggy opponent, Ⓡ (click)	When behind groggy opponent, R3	When behind groggy opponent, R3	When behind groggy opponent, L + Analog Pad	When behind groggy opponent, Ⓐ + B	When behind groggy opponent, ZR + Ⓨ	When behind groggy opponent, Z + Ⓐ
Walking while grappling with opponent	When close to groggy opponent, LT Hold + Ⓛ	When close to groggy opponent, L2 (hold) + Ⓛ	When close to groggy opponent, L2 (hold) + Ⓛ	When close to groggy opponent, L (hold) + D-Pad	When close to groggy opponent, B + Z (hold) + ○	ZL + L (hold) + Ⓛ	L + R (hold) + ○
Chain Grapples							
Rear Waist Lock	▼Ⓡ	Ⓡ ↓	Ⓡ ↓	↓ + ●	B + ↓	▼Ⓡ	▼Ⓒ
Rear Waist Lock	When behind opponent, Ⓡ	When behind opponent, Ⓡ	When behind opponent, Ⓡ	When behind opponent, D-Pad + ●	When behind opponent, B + ○	When behind opponent, Ⓡ	Ⓒ (any direction)
Side Head Lock	◀Ⓡ	Ⓡ ←	Ⓡ ←	← + ●	B + ←	◀Ⓡ	◀Ⓒ
Collar & Elbow Tie-Up	▲Ⓡ	Ⓡ ↑	Ⓡ ↑	↑ + ●	B + ↑	▲Ⓡ	▲Ⓒ
Wrist Lock	▶Ⓡ	Ⓡ →	Ⓡ →	→ + ●	B + →	▶Ⓡ	▶Ⓒ
During Chain Grapples							
Chain Grapple Strike	●	■	■	■	Ⓐ	Ⓨ	Ⓐ
Irish Whip	Ⓑ	●	●	R + ✕	Z + Ⓒ + ○	Ⓐ	○
Chain Reversal	RT	R2	R2	R	B	R	R
Drag an opponent	LT Hold + ●	L2 (hold) + ●	L2 (hold) + ●	L (hold) + D-Pad	When behind groggy opponent, Z (hold) + ○	ZL + L (hold) + Ⓛ	L + R (hold) + ○
Release Chain Grapples	Ⓐ	✕	✕	✕	Ⓒ	Ⓑ	Ⓑ

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Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Rear Waist Lock Moves							
Rear Waist Lock Move 1	A ↓	A ↓	A ↓	↓ + ●	↓	R ↓	C ↓
Rear Waist Lock Move 2	A ←	A ←	A ←	← + ●	←	R ←	C ←
Rear Waist Lock Move 4	A →	A →	A →	→ + ●	→	R →	C →
Position Change (Side Head Lock)	RB (hold) + A ←	R1 (hold) + A ←	R1 (hold) + A ←	R (hold) + ← + ●	A + B + ←	R (hold) + R ←	Z (hold) + C ←
Position Change (Front Facelock)	RB (hold) + A ↑	R1 (hold) + A ↑	R1 (hold) + A ↑	R (hold) + ↑ + ●	A + B + ↑	R (hold) + R ↑	Z (hold) + C ↑
Position Change (Wrist Lock)	RB (hold) + A →	R1 (hold) + A →	R1 (hold) + A →	R (hold) + → + ●	A + B + →	R (hold) + R →	Z (hold) + C →
Object Grapple All objects except Ladders	A (click)	R3	R3	None	None	None	None
Struggle Submission (During match not using Object Grapple)	A (click)	R3	R3	L + Analog Pad	A + B	ZR + Y	Z + A
Side Head Lock Moves							
Side Head Lock Move 1	A ↓	A ↓	A ↓	↓ + ●	↓	R ↓	C ↓
Side Head Lock Move 2	A ←	A ←	A ←	← + ●	←	R ←	C ←
Side Head Lock Move 3	A ↑	A ↑	A ↑	↑ + ●	↑	R ↑	C ↑
Side Head Lock Move 4	A →	A →	A →	→ + ●	→	R →	C →
Position Change (Rear Waist Lock)	RB (hold) + A ↓	R1 (hold) + A ↓	R1 (hold) + A ↓	R (hold) + ↓ + ●	A + B + ↓	+ (hold) + R ↓	Z (hold) + C ↓
Position Change (Front Facelock)	RB (hold) + A ↑	R1 (hold) + A ↑	R1 (hold) + A ↑	R (hold) + ↑ + ●	A + B + ↑	+ (hold) + R ↑	Z (hold) + C ↑
Position Change (Wrist Lock)	RB (hold) + A →	R1 (hold) + A →	R1 (hold) + A →	R (hold) + → + ●	A + B + →	+ (hold) + R →	Z (hold) + C →
Object Grapple All objects except Ladders	A (click)	R3	R3	None	None	None	None
Struggle Submission (During match not using Object Grapple)	A (click)	R3	R3	L + Analog Pad	A + B	ZR + Y	Z + A
When performing a Front Facelock (Grapple opponent's neck)							
Collar & Elbow Tie-Up Move 1	A ↓	A ↓	A ↓	↓ + ●	↓	R ↓	C ↓
Collar & Elbow Tie-Up Move 2	A ←	A ←	A ←	← + ●	←	R ←	C ←
Collar & Elbow Tie-Up Move 3	A ↑	A ↑	A ↑	↑ + ●	↑	R ↑	C ↑
Collar & Elbow Tie-Up Move 4	A →	A →	A →	→ + ●	→	R →	C →
Position Change (Rear Waist Lock)	RB (hold) + A ↓	R1 (hold) + A ↓	R1 (hold) + A ↓	R (hold) + ↓ + ●	A + B + ↓	R (hold) + ↓	Z (hold) + C ↓
Position Change (Side Head Lock)	RB (hold) + A ←	R1 (hold) + A ←	R1 (hold) + A ←	R (hold) + ← + ●	A + B + ←	R (hold) + R ←	Z (hold) + C ←
Position Change (Wrist Lock)	RB (hold) + A →	R1 (hold) + A →	R1 (hold) + A →	R (hold) + → + ●	A + B + →	R (hold) + R →	Z (hold) + C →
Object Grapple All objects except Ladders	A (click)	R3	R3	None	None	None	None
Struggle Submission (During match not using Object Grapple)	A (click)	R3	R3	L + Analog Pad	A + B	ZR + Y	Z + A

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Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Wrist Lock Moves							
Wrist Lock Move 1	R ↓	R ↓	R ↓	↓ + ●	↓	R ↓	C ↓
Wrist Lock Move 2	R ←	R ←	R ←	← + ●	←	R ←	C ←
Wrist Lock Move 3	R ↑	R ↑	R ↑	↑ + ●	↑	R ↑	C ↑
Wrist Lock Move 4	R →	R →	R →	→ + ●	→	R →	C →
Position Change (Rear Waist Lock)	RB (hold) + R ↓	R1 (hold) + R ↓	R1 (hold) + R ↓	R (hold) + ↓ + ●	A + B + ↓	R (hold) + R ↓	Z (hold) + C ↓
Position Change (Side Head Lock)	RB (hold) + R ←	R1 (hold) + R ←	R1 (hold) + R ←	R (hold) + ← + ●	A + B + ←	R (hold) + R ←	Z (hold) + C ←
Position Change (Front Facelock)	RB (hold) + R ↑	R1 (hold) + R ↑	R1 (hold) + R ↑	R (hold) + ↑ + ●	A + B + ↑	R (hold) + R ↑	Z (hold) + C ↑
Object Grapple All objects except Ladders	R (click)	R3	R3	None	None	None	None
Struggle Submission (During match not using Object Grapple)	R (click)	R3	R3	L + Analog Pad (any direction)	A + B	ZR + Y	Z + A
When running towards an opponent from the front							
Running Strike	With the opponent standing, X	With the opponent standing, ■	With the opponent standing, ■	With the opponent standing, ■	With the opponent standing, A	With the opponent standing, Y	With the opponent standing, A
Running Grapple 1	With the opponent standing, R ↑ or R ↓	With the opponent standing, R ↑ or R ↓	With the opponent standing, R ↑ or R ↓	With the opponent standing, ↑ or ↓ + ●	With the opponent standing, B ↑ or ↓	With the opponent standing, R ↑ or R ↓	With the opponent standing, C ↑ or C ↓
Running Grapple 2	With the opponent standing, R ← or R →	With the opponent standing, R ← or R →	With the opponent standing, R ← or R →	With the opponent standing, ← or → + ●	With the opponent standing, B ← or →	With the opponent standing, R ← or R →	With the opponent standing, C ← or C →
When running towards an opponent from behind							
Running Back Strike	With the opponent standing, X	With the opponent standing, ■	With the opponent standing, ■	With the opponent standing, ■	With the opponent standing, A	With the opponent standing, Y	With the opponent standing, A
Running Back Grapple 1	With the opponent standing, R ↑ or R ↓	With the opponent standing, R ↑ or R ↓	With the opponent standing, R ↑ or R ↓	With the opponent standing, ↑ or ↓ + ●	With the opponent standing, B ↑ or ↓	With the opponent standing, R ↑ or R ↓	With the opponent standing, C ↑ or C ↓
Running Back Grapple 2	With the opponent standing, R ← or R →	With the opponent standing, R Y R1 or R →	With the opponent standing, R Y R1 or R →	With the opponent standing, ← or → + ●	With the opponent standing, B A or →	With the opponent standing, R ← or R →	With the opponent standing, C ← or C →
Irish Whip Counters							
Counter Strike	With the opponent running, ■	With the opponent running, ■	With the opponent running, ■	With the opponent running, ■	With the opponent running, A	With the opponent running, Y	With the opponent running, A
Counter Grapple 1	With the opponent running, L ↑ or R ↓	With the opponent running, R ↑ or R ↓	With the opponent running, R ↑ or R ↓	With the opponent running, ↑ or ↓ + ●	With the opponent running, B + ↑ or ↓	With the opponent running, R ↑ or R ↓	With the opponent running, C ↑ or C ↓
Counter Grapple 2	With the opponent running, R ← or R →	With the opponent running, L ← or R →	With the opponent running, L ← or R →	With the opponent running, ← or → + ●	With the opponent running, B + ← or →	With the opponent running, R ← or R →	With the opponent running, C ← or C →
Duck/Leapfrog	With the opponent running, A	With the opponent running, ✕	With the opponent running, ✕	With the opponent running, ✕	With the opponent running, Z	With the opponent running, B	With the opponent running, B
When an opponent is in any grounded state							
Pin	B	■	●	■	C	A	X
Ground Strike 1	X	■	■	■	A	Y	A
Ground Strike 2	L + X	L + ■	L + ■	↑ or ↓, ← or → + ■	○ + A	L ↓ L ← L → + Y	○ ↑↓←→ + A

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Running Ground Strike	With the opponent grounded, X	With the opponent grounded, ■	With the opponent grounded, ■	With the opponent grounded, ■	With the opponent grounded, A	With the opponent grounded, Y	With the opponent grounded, A
Transition to dragging	LT Hold	L2 (hold)	L2 (hold)	L (hold)	Z Hold + B	L Hold + ZL	L + R Hold
Pick the opponent up	With the opponent grounded, A	With the opponent grounded, R ↑	With the opponent grounded, ● ↑	With the opponent grounded, ⇧ + ●	B + ○	R	With the opponent grounded, C
Change the opponent from face up to face down or vice versa	RB	R1	R1	R	C	R	R
Struggle Submission	R (click)	R3	R3	L + Analog Pad	A + B	ZR + Y	Z + A
Upper body grapples to an opponent who is grounded face up							
Grounded Face-Up Upper Body Grapple 1	◀R	R ←	R ←	⇦ + ●	B + ◀○	◀R	◀C
Grounded Face-Up Upper Body Grapple 2	R▼	R ↓	R ↓	⇩ + ●	B + ○▼	R▼	C▼
Grounded Face-Up Upper Body Grapple 3	R▶	R →	R →	⇨ + ●	B + ○▶	R▶	C▶
Side grapples to an opponent who is grounded face up							
Grounded Face-Up Side Grapple 1	◀R	R ←	R ←	⇦ + ●	B + ◀○	◀R	◀C
Grounded Face-Up Side Grapple 2	R▼	R ↓	R ↓	⇩ + ●	B + ○▼	R▼	C▼
Grounded Face-Up Side Grapple 3	R▶	R →	R →	⇨ + ●	B + ○▶	R▶	C▶
Lower body grapples to an opponent who is grounded face up							
Grounded Face-Up Lower Body Grapple 1	◀R	R ←	R ←	⇦ + ●	B + ◀○	◀R	◀C
Grounded Face-Up Lower Body Grapple 2	R▼	R ↓	R ↓	⇩ + ●	B + ○▼	R▼	C▼
Grounded Face-Up Lower Body Grapple 3	R▶	R →	R →	⇨ + ●	B + ○▶	R▶	C▶
Upper body grapples to an opponent who is grounded face down							
Grounded Face-Down Upper Body Grapple 1	◀R	R ←	R ←	⇦ + ●	B + ◀○	◀R	◀C
Grounded Face-Down Upper Body Grapple 2	R▼	R ↓	R ↓	⇩ + ●	B + ○▼	R▼	C▼
Grounded Face-Down Upper Body Grapple 3	R▶	R →	R →	⇨ + ●	B + ○▶	R▶	C▶
Side grapples to an opponent who is grounded face down							
Grounded Face-Down Side Grapple 1	◀R	R ←	R ←	⇦ + ●	B + ◀○	◀R	◀C
Grounded Face-Down Side Grapple 2	R▼	R ↓	R ↓	⇩ + ●	B + ○▼	R▼	C▼
Grounded Face-Down Side Grapple 3	R▶	R →	R →	⇨ + ●	B + ○▶	R▶	C▶
Lower body grapples to an opponent who is grounded face down							
Grounded Face-Down Lower Body Grapple 1	◀R	R ←	R ←	⇦ + ●	B + ◀○	◀R	◀C
Grounded Face-Down Lower Body Grapple 2	R▼	R ↓	R ↓	⇩ + ●	B + ○▼	R▼	C▼
Grounded Face-Down Lower Body Grapple 3	R▶	R →	R →	⇨ + ●	B + ○▶	R▶	C▶

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Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Dragging							
Drag an opponent	Hold LT + L	Hold L2 + L (any)	Hold L2 + L (any)	Hold L + ↑ or ↓, ← or →	Z Hold + B + ○	L Hold + ZL + L	L + R (hold) + ○
Cancel dragging	Let go of LT	Let go of L2	Let go of L2	Let go of L	Let go of Z + B	Let go of L + ZL	Let go of L + R
Struggle Submission (Attacker)							
Wrench the opponent	A	A	A	Analog Pad	○	R	C
Release the submission hold	RB	R1	R1	R	C	ZR	R
Struggle Submission (Defender)							
Escape from the submission hold	A (rotate)	A (rotate)	A (rotate)	Analog Pad (rotate)	○ (rotate)	R (rotate)	C (rotate)
When an opponent is groggy on the ropes							
Rope Groggy Grapple	A	A	A	D-Pad + ●	B + ○	↑○←○→	C↑C←C→
Irish Whip	B	●	●	R + ✕	Z + C + ○	A	X
When an opponent is groggy in the corner, back to the corner							
Corner Front Strike	X	■	■	■	A	Y	A
Ground the opponent in the corner	Hit opponent 3-5 times with a Corner Front Strike or a Toe Kick	Hit the opponent 3-5 times with a Corner Front Strike or a Toe Kick	Hit the opponent 3-5 times with a Corner Front Strike or a Toe Kick	Hit the opponent 3-5 times with a Corner Front Strike or a Toe Kick	Hit the opponent 3-5 times with a Corner Front Strike or a Toe Kick	Hit the opponent 3-5 times with a Corner Front Strike or a Toe Kick	Hit the opponent 3-5 times with a Corner Front Strike or a Toe Kick
Corner Front Ground Skewer Strike	When running toward the corner, X	When running toward the corner, ■	When running toward the corner, ■	When running toward the corner, ■	When running toward the corner, A	When running toward the corner, Y	When running toward the corner, A
Hang opponent upside-down	A↓	A↓	A↓	↓ + ●	B + ↓	A↓	C↓
Corner Front Grapple 1	A←	A←	A←	← + ●	B + ←	A←	C←
Corner Front Grapple 2	A→	A→	A→	→ + ●	B + →	A→	C→
Make opponent groggy on the corner top, facing the ring	A↑	A↑	A↑	↑ + ●	B + ↑	A↑	C↑
Irish Whip	B	●	●	R + ✕	Z + C + ○	A	X
Turn the opponent around (back to the corner facing the corner)	RB	R1	R1	R	C	R	R
When an opponent is groggy on the corner top, facing the ring							
Corner Top Front Strike	X	■	■	■	A	Y	A
Corner Top Front Running Strike	While running, X	While running, ■	While running, ■	While running, ■	While running, A	While running, Y	While running, A
Corner Top Front Grapple	A	A	A	D-Pad + ●	B + ○	A	C
When an opponent is groggy in the corner, facing the corner							
Corner Rear Strike	X	■	■	■	A	Y	A
Standing Corner Stunned Rear Strike	While running toward corner post, X	While running toward corner post, ■	While running toward corner post, ■	While running toward corner post, ■	While running toward corner post, A	While running toward corner post, Y	While running toward corner post, A
Hang the opponent upside-down	A↓	A↓	A↓	↓ + ●	B + ↓	A↓	C↓
Corner Rear Grapple 1	A←	A←	A←	← + ●	B + ←	A←	C←
Corner Rear Grapple 2	A→	A→	A→	→ + ●	B + →	A→	C→
Make opponent groggy on the corner top, facing the corner	A↑	A↑	A↑	↑ + ●	B + ↑	A↑	C↑

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Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Irish Whip	B	●	●	R + ✕	Z + C + ○	A	X
Turn the opponent around (facing the corner back to the corner)	RB	R1	R1	R	C	R	R
When an opponent is groggy on the corner top, facing the corner							
Corner Top Rear Strike	X	■	■	■	A	Y	A
Corner Top Rear Running Strike	While running, X	While running, ■	While running, ■	While running, ■	While running, 3	While running, Y	While running, A
Corner Top Rear Grapple	R	R	R	D-Pad + ●	B + ○	R	C
When an opponent is grounded in the corner							
Corner Ground Grapple	R	R	R	D-Pad + ●	B + ○	R	C
Corner Ground Strike	X	■	■	■	A	Y	A
Corner Ground Skewer Strike	While running, X	While running, ■	While running, ■	While running, ■	While running, A	While running, Y	While running, A
Hang opponent upside-down	R	R ↓	R ↓	↓ + ●	B + ○	R	C
When an opponent is hung upside-down in the corner							
Grapple against the hanging corner upside-down opponent	R	R	R	D-Pad + ●	B + ○	R	C
Strike against the hanging corner upside-down downed opponent	X	■	■	■	A	Y	A
Running attack against the hanging corner upside-down downed opponent	While running, X	While running, ■	While running, ■	While running, ■	While running, A	While running, Y	While running, A
Moves from on top of the turnbuckles							
Ground Diving Attack 1	With the opponent grounded, ●	With the opponent grounded, ■	With the opponent grounded, ■	With the opponent grounded, ■	With the opponent grounded, A	With the opponent grounded, Y	With the opponent grounded, A
Ground Diving Attack 2	With the opponent grounded, L, L, ◀L, L▶ + X	With the opponent grounded, L + ■	With the opponent grounded, L + ■	With the opponent grounded, D-Pad (any direction) + ■	With the opponent grounded, ○ + A	With the opponent grounded, ▲L L ▼ ◀L L▶ + Y	With the opponent grounded, ○↑↓←→ + A
Standing Diving Attack 1	With the opponent standing, X	With the opponent standing, ■	With the opponent standing, ■	With the opponent standing, ■	With the opponent standing, A	With the opponent standing, Y	With the opponent standing, A
Standing Diving Attack 2	With the opponent standing, ▲L, L, ◀L, L▶ + X	With the opponent standing, L + ■	With the opponent standing, L + ■	With the opponent standing, D-Pad (any direction) + ■	With the opponent standing, ○ + A	With the opponent standing, ▲L L ◀L L▶ + Y	With the opponent standing, ○↑↓ ←→ + A
Ringisde Diving Move	With an opponent at ringside, X	With an opponent at ringside, ■	With an opponent at ringside, ■	With an opponent at ringside, ■	With an opponent at ringside, A	With an opponent at ringside, Y	With an opponent at ringside, A
Get down into the ring from the turnbuckles	●	✕	✕	✕	Z	B	B
Get down into the ring from the turnbuckles	Tilt the L toward the apron ●	Tilt the L toward the apron ✕	Tilt the L toward the apron ✕	Tilt the D-Pad toward the apron ✕	Tilt the ○ toward the apron Z	Tilt the L toward the apron B	Tilt the ○ toward the apron B
When you are on the apron							
Walk along the apron	L	L	L	D-Pad	○	L	○
Run along the apron	LB + L	L1 + L	L1 + L	L + D-Pad	C (hold) + ○	L + L	L + ○
Get down from the apron to ringside	On the apron, face outside the ring + A	On the apron, face outside the ring + ✕	On the apron, face outside the ring + ✕	On the apron, face outside the ring + ✕	On the apron, face outside the ring + Z	On the apron, face outside the ring + B	On the apron, face outside the ring + B
Enter the ring from the apron	On the apron, face inside the ring + A	On the apron, face inside the ring + ✕	On the apron, face inside the ring + ✕	On the apron, face inside the ring + ✕	On the apron, face inside the ring + Z	On the apron, face inside the ring + B	On the apron, face inside the ring + B

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Apron Strike 1	Against an opponent inside the ring, ◆	Against an opponent inside the ring, ■	Against an opponent inside the ring, ■	Against an opponent inside the ring, ■	Against an opponent inside the ring, Ⓐ	Against an opponent inside the ring, Ⓨ	Against an opponent inside the ring, Ⓐ
Apron Strike 2	Against an opponent outside the ring, ⊗	Against an opponent outside the ring, ■	Against an opponent outside the ring, ■	Against an opponent outside the ring, ■	Against an opponent outside the ring, Ⓐ	Against an opponent outside the ring, Ⓨ	Against an opponent outside the ring, Ⓐ
Apron Strike 3	Against an opponent up on the turnbuckles, ⊗	Against an opponent up on the turnbuckles, ■	Against an opponent up on the turnbuckles, ■	Against an opponent up on the turnbuckles, ■	Against an opponent up on the turnbuckles, Ⓐ	Against an opponent up on the turnbuckles, Ⓨ	Against an opponent up on the turnbuckles, Ⓐ
Strike to run towards an opponent on the apron	Against an opponent up on the turnbuckles, while running, ⊗	Against an opponent up on the turnbuckles, While running, ■	Against an opponent up on the turnbuckles, While running, ■	Against an opponent up on the turnbuckles, While running, ■ + D-Pad	Against an opponent up on the turnbuckles, While running, Ⓐ	Against an opponent up on the turnbuckles, While running, Ⓨ	Against an opponent up on the turnbuckles, While running, Ⓐ
Apron Grapple 1	Against an opponent inside the ring, ◆	Against an opponent inside the ring, Ⓡ	Against an opponent inside the ring, Ⓡ	Against an opponent inside the ring, D-Pad + ●	Against an opponent inside the ring, [B] + ○	Against an opponent inside the ring, Ⓡ	Against an opponent inside the ring, Ⓒ
Apron Grapple 2	Inside the ring, against an opponent with his/her back turned, Ⓡ	Inside the ring, against an opponent with his/her back turned, Ⓡ	Inside the ring, against an opponent with his/her back turned, Ⓡ	Inside the ring, against an opponent with his/her back turned, D-Pad + ●	Inside the ring, against an opponent with his/her back turned, [B] + ○	Inside the ring, against an opponent with his/her back turned, Ⓡ	Inside the ring, against an opponent with his/her back turned, Ⓒ
Apron Grapple 3	Against an opponent up on the turnbuckles, Ⓡ	Against an opponent up on the turnbuckles, Ⓡ	Against an opponent up on the turnbuckles, Ⓡ	Against an opponent up on the turnbuckles, D-Pad + ●	Against an opponent up on the turnbuckles, [B] + ○	Against an opponent up on the turnbuckles, Ⓡ	Against an opponent up on the turnbuckles, Ⓒ
Springboard Attack (Need Ability)	Pressing up against the ropes, Ⓛ↑, Ⓛ↓, Ⓛ←, Ⓛ→ + ⊗	Pressing up against the ropes, Ⓛ↑↓←→ + ■	Pressing up against the ropes, Ⓛ↑↓←→ + ■	Pressing up against the ropes, D-Pad (any direction) + ■	Pressing up against the ropes, ○↑○↓ ○←○→ + Ⓐ	Pressing up against the ropes, Ⓛ↑Ⓛ↓ Ⓛ←Ⓛ→ + Ⓨ	Pressing up against the ropes, ○↑↓←→ + Ⓐ
Navigate to the next apron	Holding the Ⓛ down in the direction of a corner post, walk along the apron	Holding the Ⓛ down in the direction of a corner post, walk along the apron	Holding the Ⓛ down in the direction of a corner post, walk along the apron	Holding the D-pad down in the direction of a corner post, walk along the apron	Holding the ○ down in the direction of a corner post, walk along the apron	Holding the Ⓛ down in the direction of a corner post, walk along the apron	holding the ○ down in the direction of a corner post, walk along the apron
Climb up the turnbuckles from the apron	(Run along apron and touch a corner) / [LB] + Ⓛ↑, Ⓛ↓, Ⓛ←, Ⓛ→ any in the direction of a corner post	(Run along apron and touch a corner) / [L1] + Ⓛ↑↓←→ in the direction of a corner post	(Run along apron and touch a corner) / [L2] + Ⓛ in the direction of a corner post	(Run along apron and touch a corner) / [L] + D-Pad any in the direction of a corner post	(Run along apron and touch a corner) / Ⓒ + ○ in the direction of a corner post	(Run along apron and touch a corner) / [L] + Ⓛ in the direction of a corner post)	(Run along apron and touch a corner) / [L] + ○↑↓←→ in the direction of a corner post)
Against an opponent on the apron							
Ring-to-Apron Grapple	From inside the ring, against an opponent on the apron, Ⓡ	From inside the ring, against an opponent on the apron, Ⓡ	From inside the ring, against an opponent on the apron, ◆	From inside the ring, against an opponent on the apron, [R] + ✕ / D-Pad + ■	From inside the ring, against an opponent on the apron, [B] + ○	From inside the ring, against an opponent on the apron, Ⓡ	From inside the ring, against an opponent on the apron, Ⓒ
Ring-to-Apron Strike 1	From inside the ring, against an opponent on the apron, ◆	From inside the ring, against an opponent on the apron, ■	From inside the ring, against an opponent on the apron, ■	From inside the ring, against an opponent on the apron, ■	From inside the ring, against an opponent on the apron, Ⓐ	From inside the ring, against an opponent on the apron, Ⓨ	From inside the ring, against an opponent on the apron, Ⓐ
Ring-to-Apron Strike 2	From inside the ring, against an opponent on the apron, Ⓛ + ⊗	From inside the ring, against an opponent on the apron, Ⓛ + ■	From inside the ring, against an opponent on the apron, Ⓛ + ■	From inside the ring, against an opponent on the apron, D-Pad any + ■	From inside the ring, against an opponent on the apron, ○ + Ⓐ	From inside the ring, against an opponent on the apron, Ⓛ↑Ⓛ↓ Ⓛ←Ⓛ→ + Ⓨ	From inside the ring, against an opponent on the apron, ○↑↓←→ + Ⓐ

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Ring-to-Apron Running Grapple	From inside the ring, against an opponent on the apron, run and Ⓡ	From inside the ring, against an opponent on the apron, run & Ⓡ	From inside the ring, against an opponent on the apron, run & Ⓡ	From inside the ring, against an opponent on the apron, run and D-Pad + ●	From the ring against an opponent on the apron, While Running, Ⓑ + ○	From the ring against an opponent on the apron, Ⓡ or Ⓡ	From the ring against an opponent on the apron, Ⓒ or Ⓒ
Ring-to-Apron Running Strike	From inside the ring, against an opponent on the apron, run and ⊗	From inside the ring, against an opponent on the apron, run & ■	From inside the ring, against an opponent on the apron, run & ■	From inside the ring, against an opponent on the apron, run & ■	From inside the ring, against an opponent on the apron, run and Ⓐ	From inside the ring, against an opponent on the apron, run and Ⓨ	From inside the ring, against an opponent on the apron, run and Ⓐ
Strike	From outside the ring, against an opponent on the apron, ⊗	From outside the ring, against an opponent on the apron, ■	From outside the ring, against an opponent on the apron, ■	From outside the ring, against an opponent on the apron, ■	From outside the ring, against an opponent on the apron, Ⓐ	From outside the ring, against an opponent on the apron, Ⓨ	From outside the ring, against an opponent on the apron, Ⓐ
Ringside-to-Apron Running Strike	From outside the ring, against an opponent on the apron, run and ⊗	From outside the ring, against an opponent on the apron, run & ■	From outside the ring, against an opponent on the apron, run & ■	From outside the ring, against an opponent on the apron, run and ■	From outside the ring, against an opponent on the apron, run and Ⓐ	From outside the ring, against an opponent on the apron, run and Ⓨ	From outside the ring, against an opponent on the apron, run and Ⓐ
Ringside-to-Apron Grapple	From outside the ring, against an opponent on the apron, Ⓡ	From outside the ring, against an opponent on the apron, Ⓡ	From outside the ring, against an opponent on the apron, ●	From outside the ring, against an opponent on the apron, ● / R + ✕ / D-Pad + ●	From outside the ring, against an opponent on the apron, Ⓑ + ○	From outside the ring, against an opponent on the apron, L + Ⓐ / Ⓡ / Ⓛ Ⓛ ◀Ⓛ Ⓛ▶ + Ⓡ	From outside the ring, against an opponent on the apron, Ⓒ
Ringside-to-Apron Strike	From outside the ring, against an opponent on the apron, Ⓛ + ⊗	From outside the ring, against an opponent on the apron, Ⓛ + ■	From outside the ring, against an opponent on the apron, Ⓛ + ■	From outside the ring, against an opponent on the apron, D-Pad + ■	From outside the ring, against an opponent on the apron, ○ + Ⓐ	From outside the ring, against an opponent on the apron, Ⓛ Ⓛ ◀Ⓛ Ⓛ▶ + Ⓨ	From outside the ring, against an opponent on the apron, ○↑↓←→ + Ⓐ
When both you and an opponent are waiting on the apron							
Get down from the apron (to ringside)	Automatic when the opponent draws near	Automatic when the opponent draws near	Automatic when the opponent draws near	Automatic when the opponent draws near	Automatic when the opponent draws near	Automatic when the opponent draws near	Automatic when the opponent draws near
Apron Ground Strike	⊗	■	■	■	Ⓐ	Ⓨ	Ⓐ
Apron Running Strike	While running along the apron, ⊗	While running along the apron, ■	While running along the apron, ■	While running along the apron, ■	While running along the apron, Ⓐ	While running along the apron, Ⓨ	While running along the apron, Ⓐ
When an opponent is groggy on a barricade							
Crowd Barricade Groggy Grapple	Against an opponent groggy on the crowd barricade, Ⓡ	Against an opponent groggy on the crowd barricade, Ⓡ	Against an opponent groggy on the crowd barricade, Ⓡ	Against an opponent groggy on the crowd barricade, D-Pad + ●	Against an opponent groggy on the crowd barricade, Ⓑ + ○	Against an opponent groggy on the crowd barricade, Ⓡ / Ⓛ + Ⓡ	Against an opponent groggy on the crowd barricade, Ⓒ / ○↑↓←→ + Ⓒ
Ramp Barricade Groggy Grapple	Against an opponent groggy on the ramp barricade, ●	Against an opponent groggy on the ramp barricade, ●	Against an opponent groggy on the ramp barricade, ●	Against an opponent groggy on the ramp barricade, D-Pad + ●	Against an opponent groggy on the ramp barricade, Ⓑ + ○	Against an opponent groggy on the ramp barricade, Ⓡ / Ⓛ + Ⓡ	Against an opponent groggy on the ramp barricade, Ⓒ / ○↑↓←→ + Ⓒ
Irish Whip	Ⓑ	●	●	R + ✕	Z + Ⓒ + ○	Ⓐ	✕
When an opponent is groggy in the barricade corner							
Barricade Corner Groggy Grapple	●	Ⓡ	●	D-Pad + ●	Ⓑ + ○	Ⓡ	Ⓒ
Irish Whip	Ⓑ	●	●	R + ✕	Z + Ⓒ + ○	Ⓐ	✕
When an opponent is groggy against a ring post							
Ring Post Groggy Grapple 1	Ⓡ or Ⓡ	● ↑ or Ⓡ ↓	Ⓡ ↑ or Ⓡ ↓	↑ or ↓ + ●	Ⓑ + ○ ○	Ⓡ or Ⓡ / Ⓛ + Ⓡ or Ⓡ	Ⓒ or Ⓒ / ○ any direction + Ⓒ or Ⓒ

Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Ring Post Groggy Grapple 2	RB or RB	R ← or R →	R ← or R →	← or → + ●	B + ◯ ◯	RB or RB / L + RB or RB	C or C / ○ any direction + C or C
Other Basic Controls							
Ground an opponent on the apron	Near the ropes, Irish Whip the opponent toward ringside (However, this depends on how much Stamina remains)	Near the ropes, Irish Whip the opponent toward ringside (However, this depends on how much Stamina remains)	Near the ropes, Irish Whip the opponent toward ringside (However, this depends on how much Stamina remains)	Near the ropes, Irish Whip the opponent toward ringside (However, this depends on how much Stamina remains)	Near the ropes, Irish Whip the opponent toward ringside (However, this depends on how much Stamina remains)	Near the ropes, Irish Whip the opponent toward ringside (However, this depends on how much Stamina remains)	Near the ropes, Irish Whip the opponent toward ringside (However, this depends on how much Stamina remains)
Make an opponent groggy against the ringside barricade	Irish Whip the opponent toward the ringside barricade	Irish Whip the opponent toward the ringside barricade	Irish Whip the opponent toward the ringside barricade	Irish Whip the opponent toward the ringside barricade	Irish Whip the opponent toward the ringside barricade	Irish Whip the opponent toward the ringside barricade	Irish Whip the opponent toward the ringside barricade
Make an opponent groggy in a corner of the ringside barricade	Irish Whip the opponent toward a corner of the ringside barricade	Irish Whip the opponent toward a corner of the ringside barricade	Irish Whip the opponent toward a corner of the ringside barricade	Irish Whip the opponent toward a corner of the ringside barricade	Irish Whip the opponent toward a corner of the ringside barricade	Irish Whip the opponent toward a corner of the ringside barricade	Irish Whip the opponent toward a corner of the ringside barricade
Make an opponent groggy against a ring post	Outside the ring, Irish Whip the opponent toward a ring post	Outside the ring, Irish Whip the opponent toward a ring post	Outside the ring, Irish Whip the opponent toward a ring post	Outside the ring, Irish Whip the opponent toward a ring post	Outside the ring, Irish Whip the opponent toward a ring post	Outside the ring, Irish Whip the opponent toward a ring post	Outside the ring, Irish Whip the opponent toward a ring post
Force an opponent into the ring	Outside the ring, Irish Whip the opponent toward the ring	Outside the ring, Irish Whip the opponent toward the ring	Outside the ring, Irish Whip the opponent toward the ring	Outside the ring, Irish Whip the opponent toward the ring	At ringside, Irish Whip toward the ring	At ringside, Irish Whip toward the ring	At ringside, Irish Whip toward the ring
Force an opponent into the ring and ground him/her beneath the ropes	Outside the ring, at the side of the apron, Irish Whip the opponent toward the ring	Outside the ring, at the side of the apron, Irish Whip the opponent toward the ring	Outside the ring, at the side of the apron, Irish Whip the opponent toward the ring	Outside the ring, at the side of the apron, Irish Whip the opponent toward the ring	Outside the ring, at the side of the apron, Irish Whip the opponent toward the ring	Outside the ring, at the side of the apron, Irish Whip the opponent toward the ring	Outside the ring, at the side of the apron, Irish Whip the opponent toward the ring
Pull on an opponent who is in the ring	Outside the ring, toward an opponent who is in the ring, L + ◀	Outside the ring, toward an opponent who is in the ring, L + R	Outside the ring, toward an opponent who is in the ring, L + R	Outside the ring, toward an opponent who is in the ring, D-Pad + ●	Outside the ring, toward an opponent who is in the ring, Z + C + A	Outside the ring, toward an opponent who is in the ring, R	Outside the ring, toward an opponent who is in the ring, C
Tag Match Controls							
Tag out & tag your partner in	Towards your waiting partner, A	Towards your waiting partner, ✕	Towards your waiting partner, ✕	Towards your waiting partner, ✕	Towards your waiting partner, Z	Towards your waiting partner, B	Towards your waiting partner, B
Call over your tag partner	RB + ♣ or ♣	R1 + ↑ or ↓	R1 + ↑ or ↓	R + Analog Pad ↑ or ↓	Z / (For a Hot Tag) + ✚ ✚ (Hold)	B / (For a Hot Tag) + ✚ ✚ (Hold)	B / (For a Hot Tag) + ↑↓ (Hold)
Standing Double-Team Move 1	With your tag partner holding an opponent, ♥	With your tag partner (hold) ing an opponent, R ↓	With your tag partner (hold) ing an opponent, R ↓	With your tag partner holding an opponent, ↓ + ●	With your tag partner (hold) ing an opponent, B + ♡	With your tag partner holding an opponent, R	With your tag partner holding an opponent, ♡
Standing Double-Team Move 2	With your tag partner holding an opponent, ◀	With your tag partner (hold) ing an opponent, R ←	With your tag partner (hold) ing an opponent, R ←	With your tag partner holding an opponent, ← + ●	With your tag partner holding an opponent, B + ◯	With your tag partner holding an opponent, R	With your tag partner holding an opponent, C
Standing Double-Team Move 3	With your tag partner holding an opponent, R	With your tag partner (hold) ing an opponent, R ↑	With your tag partner (hold) ing an opponent, R ↑	With your tag partner holding an opponent, ↑ + ●	With your tag partner (hold) ing an opponent, B + ◯	With your tag partner holding an opponent, R	With your tag partner holding an opponent, C
Standing Double-Team Move 4	With your tag partner holding an opponent, ▶	With your tag partner (hold) ing an opponent, R →	With your tag partner (hold) ing an opponent, R →	With your tag partner holding an opponent, ↓ + ●	With your tag partner holding an opponent, B + ◯	With your tag partner holding an opponent, R	With your tag partner holding an opponent, C

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Corner Double-Team Move 1	With your tag partner waiting on the apron and an opponent groggy in your corner, R	With your tag partner waiting on the apron and an opponent groggy in your corner, R ↓	With your tag partner waiting on the apron and an opponent groggy in your corner, R ↓	With your tag partner waiting on the apron and an opponent groggy in your corner, ↓ + ●	With your tag partner waiting on the apron and an opponent groggy in your corner, B +	With your tag partner waiting on the apron and an opponent groggy in your corner, R	With your tag partner waiting on the apron and an opponent groggy in your corner, C
Corner Double-Team Move 2	With your tag partner waiting on the apron and an opponent groggy in your corner, ◀R	With your tag partner waiting on the apron and an opponent groggy in your corner, R ←	With your tag partner waiting on the apron and an opponent groggy in your corner, R ←	With your tag partner waiting on the apron and an opponent groggy in your corner, ← + ●	With your tag partner waiting on the apron and an opponent groggy in your corner, B + ◀	With your tag partner waiting on the apron and an opponent groggy in your corner, ◀R	With your tag partner waiting on the apron and an opponent groggy in your corner, ◀C
Corner Double-Team Move 3	With your tag partner waiting on the apron and an opponent groggy in your corner, R	With your tag partner waiting on the apron and an opponent groggy in your corner, R ↑	With your tag partner waiting on the apron and an opponent groggy in your corner, R ↑	With your tag partner waiting on the apron and an opponent groggy in your corner, ↑ + ●	With your tag partner waiting on the apron and an opponent groggy in your corner, B +	With your tag partner waiting on the apron and an opponent groggy in your corner, R	With your tag partner waiting on the apron and an opponent groggy in your corner, C
Corner Double-Team Move 4	With your tag partner waiting on the apron and an opponent groggy in your corner, R▶	With your tag partner waiting on the apron and an opponent groggy in your corner, R →	With your tag partner waiting on the apron and an opponent groggy in your corner, R →	With your tag partner waiting on the apron and an opponent groggy in your corner, → + ●	With your tag partner waiting on the apron and an opponent groggy in your corner, B + ▶	With your tag partner waiting on the apron and an opponent groggy in your corner, R▶	With your tag partner waiting on the apron and an opponent groggy in your corner, C▶
Tag Team Finisher	With your tag partner waiting on the apron and an opponent groggy in your corner, Y	With your tag partner waiting on the apron and an opponent groggy in your corner, ▲	With your tag partner waiting on the apron and an opponent groggy in your corner, ▲	With your tag partner waiting on the apron and an opponent groggy in your corner, ▲	With your tag partner waiting on the apron and an opponent groggy in your corner, A + B	With your tag partner waiting on the apron and an opponent groggy in your corner, X	With your tag partner waiting on the apron and an opponent groggy in your corner, Y
When your tag partner is the illegal partner							
Punch	X	■	■	■	A	Y	A
Pull down on the ropes	B	●	●	●	B	A	X
Ask your partner to tag you in	A	×	×	×	Z	B	B
Grab an opponent who is inside the ring	R	● (any direction)	R (any direction)	D-Pad (any direction) + ●	B +	R (any direction)	C (any direction)
Ring in	Facing the ring, A	Facing the ring, ×	Facing the ring, ×	Facing the ring, ×	Facing the ring, Z	Facing the ring, B	Facing the ring, B
Perform a taunt to give your partner encouragement	✚ or ✚	↑ or ↓	↑ or ↓	Analog Pad ↑ or ↓	✚ or ✚	✚ or ✚	← or ↓
Complain to the referee about an illegal action by the opposing team	✚ or ✚	← or →	← or →	Analog Pad ← or ●	✚ or ✚	✚ or ✚	→ or ←
Mount the turnbuckles	Facing a corner, LB + L	Facing a corner, L1 + L	Facing a corner, L1 + L	Facing a corner, L + D-Pad	Facing a corner, + C	Facing a corner, L + L	Facing a corner, L +
Manager Controls (single match)							
Have the manager distract the referee	RB + ✚	R1 + ↑	R1 + ↑	R + Analog Pad ↑	Z + ✚✚	R + ✚✚	Z + ←
Have the manager go get a object	RB + ✚	R1 + ↓	R1 + ↓	R + Analog Pad ↓	Z + ✚✚	R + ✚✚	Z + ↓
When holding an object							
Object Attack 1	X	■	■	■	A	Y	A
Object Grapple	R (any direction)	● (any direction)	R (any direction)	D-Pad (any direction) + ●	B +	R	C
Running Object Attack	LB (hold) + L, X	L1 (hold) + ●, ■	L1 (hold) + ●, ■	L (hold) + D-Pad, ■	C (hold) + , A	L (hold) + L, Y	L (hold) + + A

Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Throw the object * Objects have been limited to chair and trash can	■	✕	✕	None	None	None	None
Throw object at downed opponent *Possible with all objects	With opponent down, press Ⓐ while standing close to and facing opponent	With opponent down, press ✕ while standing close to and facing opponent	None	None	None	None	None
Let go of the object	Ⓑ or Ⓐ	✕ or ■	✕ or ●	✕ or ●	Z	Ⓑ or Ⓐ	Ⓑ or X
Throw the object into the ring	When close to the apron, ● (ring direction) + Ⓐ	When close to the apron, L (ring direction) + ✕	When close to the apron, L (ring direction) + ✕	When close to the apron, D-Pad (ring direction) + ✕	When close to the apron, ○ (ring direction) + Z	When close to the apron, Ⓛ (ring direction) + Ⓑ	When close to the apron, ○ (ring direction) + Ⓑ
Enter the ring with an object	Running toward the ring when close to the apron	Running toward the ring when close to the apron	Running toward the ring when close to the apron	Running toward the ring when close to the apron	Running toward the ring when close to the apron	Running toward the ring when close to the apron	Running toward the ring when close to the apron
Throw the object out from the ring	When colse to the rope, ● (outer ring direction) + Ⓐ	When close to the rope, L (outer ring direction) + ✕	When close to the rope, L (outer ring direction) + ✕	When colse to the rope, D-Pad (outer ring direction) + ✕	When colse to the rope, ○ (outer ring direction) + Z	When close to the rope, Ⓛ (outer ring direction) + Ⓑ	When close to the rope, ○ (outer ring direction) + Ⓑ
Exit the ring with an object	Running toward outer ring when close to the rope	Running toward outer ring when close to the rope	Running toward outer ring when close to the rope	Running toward outer ring when close to the rope	Running toward outer ring when close to the rope	Running toward outer ring when close to the rope	Running toward outer ring when close to the rope
When holding a chair							
Ground Chair Grapple	With an opponent grounded, Ⓑ	With an opponent grounded, ■	With an opponent grounded, ●	With an opponent grounded, ✕	With an opponent grounded, Z	With an opponent grounded, Ⓐ	With an opponent grounded, X
Corner Ground Chair Attack	With an opponent groggy in a corner, run toward the opponent, Ⓧ	With an opponent groggy in a corner, run toward the opponentt, ■	With an opponent groggy in a corner, run toward the opponent, ■	With an opponent groggy in a corner, run toward the opponent, ■	With an opponent groggy in a corner, run toward the opponent, Ⓐ	With an opponent groggy in a corner, run toward the opponent, Ⓨ	With an opponent groggy in a corner, run toward the opponent, Ⓐ
Set the chair in the corner	Towards a corner, Ⓐ	Towards a corner, ✕	Towards a corner, ✕	Towards a corner, ✕	Towards a corner, Z (hold)	Towards a corner, (hold) Ⓑ	Towards a corner, (hold) Ⓑ
When holding a ladder							
Open and set up the ladder	Ⓐ	✕	✕	✕	Z (hold)	Ⓑ	Ⓑ
Place the ladder diagonaly	● (hold) + Ⓑ	L (hold) + ●	None	None	None	None	None
Run up the ladder	Running toward diagonally placed ladder	Running toward diagonally placed ladder	None	None	None	None	None
Running Up Ladder Strike	While running up ladder, Ⓧ	While running up ladder, ■	None	None	None	None	None
Running Up Ladder Grapple	While running up ladder, ■	While running up ladder, ■	None	None	None	None	None
Run up ladder, and then jump onto another ladder	While running up ladder, Ⓐ	While running up ladder, ✕	None	None	None	None	None
Prop the ladder up in a corner	Towards a corner, Ⓑ	Towards a corner, ■	Towards a corner, ■	Towards a corner, ✕	Towards a corner, Z (hold)	Towards a corner, Ⓑ	Towards a corner, Ⓑ
Carry the ladder across your shoulders	● (click)	R3	R3	Analog Pad	Ⓑ + ✚	ZR + ZL	Z + Ⓑ
With the ladder across your shoulders, attack with a Ladder Helicopter	Ⓡ Rotate	Ⓡ Rotate	Ⓡ Rotate	Analog Pad Rotate	✚ (hold)	Ⓡ Rotate	Ⓒ Rotate
Navigate while performing a Ladder Helicopter	●	●	●	D-Pad	○	Ⓛ	○ (any direction)

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Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Near a standing ladder							
Pick up the ladder	With no one on the ladder, ● (hold)	With no one on the ladder, ✕ (hold)	With no one on the ladder, ✕ (hold)	With no one on the ladder, ✕ (hold)	With no one on the ladder, Z (hold)	With no one on the ladder, Ⓑ (hold)	With no one on the ladder, Ⓑ (hold)
Climb the ladder (when no one else is on it)	With no one on the ladder, L + Ⓐ	With no one on the ladder, L + ✕	With no one on the ladder, L + ✕	With no one on the ladder, D-Pad + ✕	With no one on the ladder, ○ + Z	With no one on the ladder, Ⓛ + Ⓑ	With no one on the ladder, ○ + Ⓑ
Climb the ladder (when an opponent is on it)	With 1 opponent on the ladder, ●	With 1 opponent on the ladder, ✕	With 1 opponent on the ladder, ✕	With 1 opponent on the ladder, ✕	With 1 opponent on the ladder, Z	With 1 opponent on the ladder, Ⓑ	With 1 opponent on the ladder, Ⓑ
Knock the ladder down by grabbing	When close to ladder, R	When close to ladder, R	With 2 opponents on the ladder, ✕	With 2 opponents on the ladder, ✕	With 2 opponents on the ladder, Z	With 2 opponents on the ladder, Ⓑ	With 2 opponents on the ladder, Ⓑ
Knock the ladder down by strike	When close to ladder, ●	When close to ladder, ■	When close to ladder, ■	When close to ladder, ■	When close to ladder, Ⓐ	When close to ladder, Ⓨ	When close to ladder, Ⓐ
When up a ladder							
Reach for the suspended belt	R	R↑	R↑	Analog Pad ⇧	○	R	C
Attempt to grab the suspended belt	While grabbing the belt, R (with right timing)	While grabbing the belt, R↓ (with right timing)	While grabbing the belt, R↓ (with right timing)	While grabbing the belt, Analog Pad ⇩ (with right timing)	While grabbing the belt, ○ (with right timing)	While grabbing the belt, R (with right timing)	While grabbing the belt, C (with right timing)
Get up to the ladder top	A	✕	✕	R	Z	Ⓑ	Ⓑ
Get down from the ladder top	A	✕	✕	R	Z	Ⓑ	Ⓑ
Get down from the ladder	B	●	●	✕	C	Ⓐ	X
Weak Strike	X	■	■	■	Ⓐ	Ⓨ	Ⓐ
Strong Strike	X Hold	■ Hold	■ Hold	■ Hold	Ⓐ (hold)	Ⓨ (hold)	Ⓐ (hold)
Up-Ladder Grapple 1	R / ◀R / R▶	R↓ / R← / R→	R↓ / R← / R→	⇩, ⇦ or ⇨ + ●	B + ○, ◀○ or ○▶	R / ◀R / R▶	C / ◀C / C▶
Up-Ladder Groggy Grapple	With an opponent groggy on the ladder, R / ◀R / R▶	With an opponent groggy on the ladder, R↓ / R← / R→	With an opponent groggy on the ladder, R↓ / R← / R→	With an opponent groggy on the ladder, ⇩, ⇦ or ⇨ + ●	With an opponent groggy on the ladder, B + ○, ◀○ or ○▶	With an opponent groggy on the ladder, R / ◀R / R▶	With an opponent groggy on the ladder, C / ◀C / C▶
Up-Ladder Finisher 1	With momentum maxed out, Y	With momentum maxed out, ▲	With momentum maxed out, ▲	With momentum maxed out, ▲	With momentum maxed out, Ⓐ + B	With momentum maxed out, X	With momentum maxed out, Y
Up-Ladder Finisher 2	With momentum maxed out, L Hold + Y	With momentum maxed out, L Hold + ▲	With momentum maxed out, ● Hold + ▲	With momentum maxed out, D-Pad (hold) + ▲	With momentum maxed out, ○ (hold) + B + B	With momentum maxed out, Ⓛ Hold + X	With momentum maxed out, ○ Hold + Y
Dodge opponent's attack	L	L↓	L↓	⇩	○	Ⓛ	○↓
When an opponent is suspended from the belt/briefcase							
Special diving attack against a suspended opponent	Target suspended opponent from turnbuckle or ladder top, X	Target suspended opponent from turnbuckle or ladder top, ■	Target suspended opponent from turnbuckle or ladder top, ■	Target suspended opponent from turnbuckle or ladder top, ■	Target suspended opponent from turnbuckle or ladder top, Ⓐ	Target suspended opponent from turnbuckle or ladder top, Ⓨ	Target suspended opponent from turnbuckle or ladder top, Ⓐ
Special grapple against a suspended opponent	Target suspended opponent, R any direction	Target suspended opponent, R any direction	Target suspended opponent, R any direction	Target suspended opponent, ● + D-Pad any direction	Target suspended opponent, B + ○ any direction	Target suspended opponent, R any direction	Target suspended opponent, C any direction
Springboard attack against suspended opponent	When standing on the apron, L (tilted toward opponent's direction) + X	When standing on the apron, L (tilted toward opponent's direction) + ■	When standing on the apron, L (tilted toward opponent's direction) + ■	When standing on the apron, D-Pad (tilted toward opponent's direction) + ■	When standing on the apron, ○ (tilted toward opponent's direction) + Ⓐ	When standing on the apron, Ⓛ (tilted toward opponent's direction) + Ⓨ	When standing on the apron, ○ (tilted toward opponent's direction) + Ⓐ

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Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
When an opponent is groggy against a ladder in the corner, back to the corner							
Corner Ladder Front Ground Grapple 1	R ↓	R ↓	R ↓	↓ + ●	B + ↓	R ↓	C ↓
Corner Ladder Front Ground Grapple 2	R ←	R ←	R ←	← + ●	B + ←	R ←	C ←
Corner Ladder Front Ground Grapple 3	R ↑	R ↑	R ↑	↑ + ●	B + ↑	R ↑	C ↑
Corner Ladder Front Ground Grapple 4	R →	R →	R →	→ + ●	B + →	R →	C →
When an opponent is groggy against a ladder in the corner, facing the corner							
Corner Ladder Rear Ground Grapple 1	R ↓	R ↓	R ↓	↓ + ●	B + ↓	R ↓	C ↓
Corner Ladder Rear Ground Grapple 2	R ←	R ←	R ←	← + ●	B + ←	R ←	C ←
Corner Ladder Rear Ground Grapple 3	R ↑	R ↑	R ↑	↑ + ●	B + ↑	R ↑	C ↑
Corner Ladder Rear Ground Grapple 4	R →	R →	R →	→ + ●	B + →	R →	C →
When holding a table							
Table Attack	X	■	■	■	A	Y	A
Ground the opponent on the table	None	None	R ↑ / R ↓	↑ or ↓ + ●	B + ↑ or ↓	R ↑ / R ↓	C ↑ / C ↓
Make an opponent groggy leaning against the table	R	R	R ← / R →	← or → + ●	B + ← or →	R ← / R →	C ← / C →
Stand the table up	A	×	×	×	Z (hold)	B (hold)	B (hold)
Place the table diagonaly	L (hold) + B	L (hold) + ●	None	None	None	None	None
Prop the table up in a corner	Towards a corner, B	Towards a corner, ●	Towards a corner, ●	Towards a corner, ×	Towards a corner, Z	Towards a corner, B	Towards a corner, B
When close to a preset table							
Hold the table	A (hold)	× (hold)	× (hold)	× (hold)	Z (hold)	B (hold)	B (hold)
When close to a table placed on the floor							
Pick up the table and set it up	A	×	×	×	Z	B	B
Grounded on a table							
Table Ground Grapple	X / B / R (any direction)	● / ■ / R (any direction)	● / ■ / R (any direction)	D-Pad + ●	B + ○	R (any direction)	C (any direction)
Corner Table Front Grounded							
Corner Table Front Ground Grapple 1	R ↓	R ↓	R ↓	↓ + ■	B + ↓	R ↓	C ↓
Corner Table Front Ground Grapple 2	R ←	R ←	R ←	← + ●	B + ←	R ←	C ←
Corner Table Front Ground Grapple 3	R ↑	R ↑	R ↑	↑ + ■	B + ↑	R ↑	C ↑
Corner Table Front Ground Grapple 4	R →	R →	R →	→ + ●	B + →	R →	C →
Corner Table Rear Grounded							
Corner Table Rear Ground Grapple 1	R ↓	R ↓	R ↓	↓ + ●	B + ↓	R ↓	C ↓
Corner Table Rear Ground Grapple 2	R ←	R ←	R ←	← + ●	B + ←	R ←	C ←

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Corner Table Rear Ground Grapple 3	◀Ⓡ	Ⓡ ↑	Ⓡ ↑	⇧+ ■	Ⓑ + ▲	Ⓡ	▲
Corner Table Rear Ground Grapple 4	Ⓡ▶	Ⓡ →	Ⓡ →	⇨+ ●	Ⓑ + ▶	Ⓡ▶	▶
Royal Rumble							
Royal Rumble Finisher	With a finisher stored, against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, Ⓨ	With a finisher stored, against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, ▲	With a finisher stored, against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, ▲	With a finisher stored, against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, ▲	With a finisher stored, against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, Ⓐ + Ⓑ	With a finisher stored, against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, Ⓧ	With a finisher stored, against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, Ⓨ
Transition into a minigame	Against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, Ⓡ	Against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, ●	Against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, Ⓡ	Against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, D-Pad + ●, ●	Against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, Ⓑ + ●	Against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, Ⓡ	Against an opponent who is groggy on the ropes, groggy on the apron, grounded beneath the third rope, or groggy in a corner, Ⓒ
Quick Grapple the opponent into a leaning state	Next to the ropes, Ⓡ	Next to the ropes, ●	Next to the ropes, Ⓡ	Next to the ropes, D-Pad + ●	Next to the ropes, Ⓑ + ●	Next to the ropes, Ⓡ	Next to the ropes, Ⓒ
Irish Whip an opponent who is groggy on the ropes	Against an opponent who is groggy on the ropes, Ⓑ	Against an opponent who is groggy on the ropes, ■	Against an opponent who is groggy on the ropes, ■	Against an opponent who is groggy on the ropes, R + ✕	Against an opponent who is groggy on the ropes, Z + Ⓒ	Against an opponent who is groggy on the ropes, Ⓐ	Against an opponent who is groggy on the ropes, Ⓧ
Cancel a minigame	During a minigame, RB	During a minigame, R1	During a minigame, R1	During a minigame, R	During a minigame, Ⓒ	During a minigame, R	During a minigame, R
Quickly get out of a minigame when in the defensive position	When in the defensive position in a minigame and with a finisher stored, RB	When in the defensive position in a minigame and with a finisher stored, R1	When in the defensive position in a minigame and with a finisher stored, R1	When in the defensive position in a minigame and with a finisher stored, R	When in the defensive position in a minigame and with a finisher stored, Ⓒ	When in the defensive position in a minigame and with a finisher stored, R	When in the defensive position in a minigame and with a finisher stored, R
Assume control of a superstar with the HUD display "Press the Back (SELECT) button"	When the player's character has been eliminated, Back	When the player's character has been eliminated, SELECT	When the player's character has been eliminated, SELECT	When the player's character has been eliminated, SELECT	When the player's character has been eliminated, Z	When the player's character has been eliminated, Ⓑ	When the player's character has been eliminated, Ⓑ
Cage Match							
Climb the cage	Facing the cage, Ⓛ + Ⓐ	Facing the cage, Ⓛ + ✕	Facing the cage, Ⓛ + ✕	Facing the cage, D-Pad + ✕	Facing the cage, ● + Z	Facing the cage, Ⓛ + Ⓑ	Facing the cage, ● + Ⓑ
Cage-Climb Minigame	When the gauge is at its longest, Ⓐ	When the gauge is at its longest, ✕	When the gauge is at its longest, ✕	When the gauge is at its longest, ✕	When the gauge is at its longest, Ⓐ	When the gauge is at its longest, Ⓑ	When the gauge is at its longest, Ⓐ
Emerge from the cage	When idle at the top of the cage Ⓐ	When idle at the top of the cage ✕	When idle at the top of the cage ✕	When idle at the top of the cage ✕	When idle at the top of the cage Z	When idle at the top of the cage Ⓑ	When idle at the top of the cage Ⓑ
Standing Diving Attack from the cage	When idle at the top of the cage & the opponent is standing, ✕ / Ⓛ + ✕	When idle at the top of the cage & the opponent is standing, ■ / Ⓛ + ■	When idle at the top of the cage & the opponent is standing, ■ / Ⓛ + ■	When idle at the top of the cage & the opponent is standing, ■ / D-Pad + ■	When idle at the top of the cage and the opponent is standing, Ⓐ / ● + Ⓐ	When idle at the top of the cage & the opponent is standing, Ⓨ / Ⓛ + Ⓨ	When idle at the top of the cage & the opponent is standing, Ⓐ / ● + Ⓐ
Ground Diving Attack from the cage	When idle at the top of the cage & the opponent is grounded, ✕ / Ⓛ + ✕	When idle at the top of the cage & the opponent is grounded, ■ / Ⓛ + ■	When idle at the top of the cage & the opponent is grounded, ■ / Ⓛ + ■	When idle at the top of the cage & the opponent is grounded, ■ / D-Pad + ■	When idle at the top of the cage and the opponent is grounded, Ⓐ / ● + Ⓐ	When idle at the top of the cage & the opponent is grounded, Ⓨ / Ⓡ + Ⓨ	When idle at the top of the cage & the opponent is grounded, Ⓐ / ● + Ⓐ

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Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Strike to prevent the opponent from escaping the cage	Near where the opponent is climbing the cage, X	Near where the opponent is climbing the cage, ■	Near where the opponent is climbing the cage, ■	Near where the opponent is climbing the cage, ■	Near where the opponent is climbing the cage, Ⓐ	Near where the opponent is climbing the cage, Ⓨ	Near where the opponent is climbing the cage, Ⓐ
Grapple to prevent the opponent from escaping the cage	Near where the opponent is climbing the cage, R	Near where the opponent is climbing the cage, R	Near where the opponent is climbing the cage, R	Near where the opponent is climbing the cage, ●, D-Pad + ●	Near where the opponent is climbing the cage, B + ○	Near where the opponent is climbing the cage, R	Near where the opponent is climbing the cage, Ⓒ
Get down from the cage (While Climbing)	RB	R1	R1	R	C	R	R
Superplex leading to an escape through the door	When the opponent is groggy in the lower left corner, back to the corner, R	When the opponent is groggy in the lower left corner, back to the corner, R	When the opponent is groggy in the lower left corner, back to the corner, R	When the opponent is groggy in the lower left corner, back to the corner, D-Pad + ●	When the opponent is groggy in the lower left corner, back to the corner, B + ○	When the opponent is groggy in the lower left corner, back to the corner, R	When the opponent is groggy in the lower left corner, back to the corner, Ⓒ
Slam the opponent against the cage	Strong Irish Whip toward the cage	Strong Irish Whip toward the cage	Strong Irish Whip toward the cage	Strong Irish Whip toward the cage	Strong Irish Whip toward the cage	Strong Irish Whip toward the cage	Strong Irish Whip toward the cage
Throw using the cage (opponent's back to the corner)	When the opponent is groggy in a corner, back to the corner, R (any direction)	When the opponent is groggy in a corner, back to the corner, ● (any direction)	When the opponent is groggy in a corner, back to the corner, R (any direction)	When the opponent is groggy in a corner, back to the corner, D-Pad (any direction) + ■	When the opponent is groggy in a corner, back to the corner, B + ○ (any direction)	When the opponent is groggy in a corner, back to the corner, R (any direction)	When the opponent is groggy in a corner, back to the corner, Ⓒ (any direction)
Throw using the cage (opponent facing the corner)	When the opponent is groggy in a corner, facing the corner, ● (any direction)	When the opponent is groggy in a corner, facing the corner, ● (any direction)	When the opponent is groggy in a corner, facing the corner, ● (any direction)	When the opponent is groggy in a corner, facing the corner, D-Pad (any direction) + ●	When the opponent is groggy in a corner, facing the corner, B + ○ (any direction)	When the opponent is groggy in Ⓐ corner, facing the corner, R (any direction)	When the opponent is groggy in a corner, facing the corner, Ⓒ (any direction)
Skewer Attacks	When the opponent is grounded in the corner, R (any direction)	When the opponent is grounded in the corner, R (any direction)	When the opponent is grounded in the corner, R (any direction)	When the opponent is grounded in the corner, D-Pad (any direction) + ●	When the opponent is grounded in the corner, B + ○ (any direction)	When the opponent is grounded in the corner, R (any direction)	When the opponent is grounded in the corner, Ⓒ (any direction)
Throw using the cage (opponent groggy against the ropes)	When the opponent is groggy against the ropes, ● (any direction)	When the opponent is groggy against the ropes, R (any direction)	When the opponent is groggy against the ropes, R (any direction)	When the opponent is grounded in the corner, D-Pad (any direction) + ■	When the opponent is groggy against the ropes, B + ○ (any direction)	When the opponent is groggy against the ropes, R (any direction)	When the opponent is groggy against the ropes, Ⓒ (any direction)
Rattle the cage	When the opponent is on the cage, (hold) L toward the cage + ● (any direction)	When the opponent is on the cage, (hold) L toward the cage + R (any direction)	When the opponent is on the cage, (hold) L toward the cage + R (any direction)	When the opponent is on the cage, D-Pad (hold) toward the cage + ● (any direction)	When the opponent is on the cage, (hold) B toward the cage + ○ (any direction)	When the opponent is on the cage, (hold) Ⓛ toward the cage + R (any direction)	When the opponent is on the cage, (hold) ○ toward the cage + Ⓒ (any direction)
Continue rattling the cage	When the opponent is on the cage, L (hold) toward the cage + L (any direction)	When the opponent is on the cage, L (hold) toward the cage + R (any direction)	When the opponent is on the cage, L (hold) toward the cage + R (any direction)	When the opponent is on the cage, D-Pad (hold) toward the cage + ■ (any direction)	When the opponent is on the cage, B (hold) toward the cage + ○ (any direction)	When the opponent is on the cage, Ⓛ (hold) toward the cage + R (any direction)	When the opponent is on the cage, ○ toward the cage + (hold) Ⓒ (any direction)
Hell in a Cell							
Throw the opponent into the ring	In between the cage and ring, B	In between the cage and ring, ●	In between the cage and ring, ●	In between the cage and ring, R + X	In between the cage and ring, Z + Ⓒ + ○	In between the cage and ring, Ⓐ	In between the cage and ring, X
Cell Grapple	When outside of the ring, ● (any direction)	When outside of the ring, ● (any direction)	When outside of the ring, R (any direction)	When outside of the ring, D-Pad any + ■ (any direction)	When outside of the ring, B + ○ (any direction)	When outside of the ring, R (any direction)	When outside of the ring, Ⓒ (any direction)

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Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Cell Destruction Finisher	Stand on edge of commentary table inside cell and press Y with momentum gauge stored at Signature or higher	Stand on edge of commentary table inside cell and press ▲ with momentum gauge stored at Signature or higher	Stand on edge of commentary table inside cell and press ▲ with momentum gauge stored at Signature or higher	Stand on edge of commentary table inside cell and press ▲ with momentum gauge stored at Signature or higher	Stand on edge of commentary table inside cell and press Ⓐ + Ⓑ with momentum gauge stored at Signature or higher	Stand on edge of commentary table inside cell and press Ⓧ with momentum gauge stored at Signature or higher	Stand on edge of commentary table inside cell and press Ⓨ with momentum gauge stored at Signature or higher
Jump down while climbing cell	B while climbing cell	● while climbing cell	● while climbing cell	● while climbing cell	Ⓒ while climbing cell	Ⓐ while climbing cell	Ⓧ while climbing cell
Climb up to the cell roof	Facing the cell from outside, A	Facing the cell from outside, ✕	Facing the cell from outside, ✕	Facing the cell from outside, ✕	Facing the cell from outside, Z	Facing the cell from outside, Ⓑ	Facing the cell from outside, Ⓑ
Get down from on top of the cell	At the edge of the cell roof, facing the direction to climb down, A	At the edge of the cell roof, facing the direction to climb down, ✕	At the edge of the cell roof, facing the direction to climb down, ✕	At the edge of the cell roof, facing the direction to climb down, ✕	At the edge of the cell roof, facing the direction to climb down, Z	At the edge of the cell roof, facing the direction to climb down, Ⓑ	At the edge of the cell roof, facing the direction to climb down, Ⓑ
Drop the opponent from the top of the cell	When the opponent is at the edge of the cell roof, B / R	When the opponent is at the edge of the cell roof, ● / R	When the opponent is at the edge of the cell roof, ● / R	When the opponent is at the edge of the cell roof, D-Pad + ●	When the opponent is at the edge of the cell roof, B + ○	When the opponent is at the edge of the cell roof, R	When the opponent is at the edge of the cell roof, C
Elimination Chamber							
Climb onto a waiting pod	When idle up on a corner, L (any direction) + A	When idle up on a corner, L (any direction) + ✕	When idle up on a corner, L (any direction) + ✕	When idle up on a corner, D-Pad + ✕	When idle up on a corner, ○ + Z	When idle up on a corner, Ⓛ (any direction) + Ⓑ	When idle up on a corner, ○ (any direction) + Ⓑ
Climb down onto a corner	When idle on top of a waiting pod, ●	When idle on top of a waiting pod, ✕	When idle on top of a waiting pod, ✕	When idle on top of a waiting pod, ✕	When idle on top of a waiting pod, Z	When idle on top of a waiting pod, Ⓑ	When idle on top of a waiting pod, Ⓑ
Grind an opponent against the chamber wall	When close to the chamber wall, Irish Whip the opponent into the chamber wall	When close to the chamber wall, Irish Whip the opponent into the chamber wall	When close to the chamber wall, Irish Whip the opponent into the chamber wall	When close to the chamber wall, Irish Whip the opponent into the chamber wall	When close to the chamber wall, Irish Whip the opponent into the chamber wall	When close to the chamber wall, Irish Whip the opponent into the chamber wall	When close to the chamber wall, Irish Whip the opponent into the chamber wall
Climb Chamber	When near chamber wall, press A while pushing L toward the chamber wall	When near chamber wall, press ✕ while pushing L toward the chamber wall	When near chamber wall, press ✕ while pushing L toward the chamber wall	When near chamber wall, press ✕ while pushing D-Pad toward the chamber wall	When near chamber wall, press Z while pushing control stick toward the chamber wall	When near chamber wall, press Ⓑ while pushing Ⓛ toward chamber wall	When near chamber wall, press Ⓑ while pushing ○ toward chamber wall
Move after having climbed chamber	L← or L→ after having climbed chamber	L← or L→ after having climbed chamber	L← or L→ after having climbed chamber	← or → after having climbed chamber	○← or ○→ after having climbed chamber	Ⓛ← or Ⓛ→ after having climbed chamber	○← or ○→ after having climbed chamber
Dive attack from chamber	X after having climbed chamber	■ after having climbed chamber	■ after having climbed chamber	■ after having climbed chamber	Ⓐ after having climbed chamber	Ⓨ after having climbed chamber	Ⓐ after having climbed chamber

TIP

If you move the left analog stick or control stick during the performance of specific grapples, you can control the direction of your drop or throw. This technique is useful if you wish to slam an opponent through a table or similar object. During TLC Matches, directional grapple throws can be triggered by clicking the grapple stick (in any other match type submission holds are triggered this way). Moves that have directional grapple throw functionality are denoted as such in Create A Move-Set (grapple moves that have directional throw functionality have the label "D-Throw" underneath their names).

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STRIKE ATTACKS

MOVE/ATTACK	NOTATION
Main Strike Attack	Strike button
Alternate Strike Attacks	Tilt the left analog stick or control stick up, down, left, or right, and press the Strike button.
Toe Kick	Tilt the left analog stick or control stick diagonally and press the Strike button.
Strong Strike 1	Press and hold the Strike button.
Strong Strike 2	Press and hold the Strike button and move the left analog stick or control stick in any direction.
Combo (second strike)	While performing a strike attack, press the Strike button again.
Combo (third strike)	While performing the second strike of a combo, press the Strike button again.
Combo (fourth strike)	While performing the third strike of a combo, press the Strike button again.

Note: Not all Superstars have four-hit combos.

GROUNDED ATTACKS

Move/Attack	Notation
Pin	Press the Irish Whip button.
Ground Strike 1	Press the Strike button.
Ground Strike 2	Tilt the left analog stick up, down, left, or right and press the Strike button.
Grounded Grapples	Tilt the grapple stick in any direction.
Running Ground Strike	With the opponent grounded, run toward the opponent and press the Strike button.
Transition to dragging	Press the Drag Opponent button.
Pull the opponent up	With the opponent grounded, tilt the grapple stick up.
Change the opponent from face up to face down or vice versa	Press the Turn Opponent button.
Struggle Submission	Click the grapple stick.

TAGGED IN TAG MATCH MOVE LIST

Move/Attack	Notation
Tag out and tag your partner in	Toward your waiting partner, press the Pick Up Object button.
Call over your tag partner	Press the Turn Opponent button and up or down on the D-pad or control pad.
Standing double-team moves	With your tag partner holding an opponent, tilt the grapple stick up, down, left, or right.
Corner double-team moves	With your tag partner waiting on the apron and an opponent groggy in your corner, tilt the grapple stick up, down, left, or right.
Tag Team Finisher	With your tag partner waiting on the apron and an opponent groggy in your corner, press the Finisher/Signature Move button.

TAGGED OUT TAG MATCH MOVE LIST

Move/Attack	Notation
Punch	Press the Strike button.
Pull down on the ropes	Press the Irish Whip button.
Ask your partner to tag you in	Press the Pick Up Object button.
Grab an opponent who is inside the ring	Tilt the grapple stick in any direction.
Ring in	Face the ring and press the Pick Up Object button.
Perform a taunt to give your partner encouragement	Press up or down on the D-pad or control pad.
Complain to the referee about an illegal action by the opposing team	Press left or right on the D-pad or control pad.
Mount the turnbuckle	Facing a corner, press the Run button and the left analog stick or control stick.

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BATISTA®

SIGNATURE MOVES

Spear 3
Situation: Run toward opponent or face rebounding opponent (Irish Whip rebound)

Snapmare & Big Boot
Situation: Face opponent or face rebounding opponent

FINISHERS

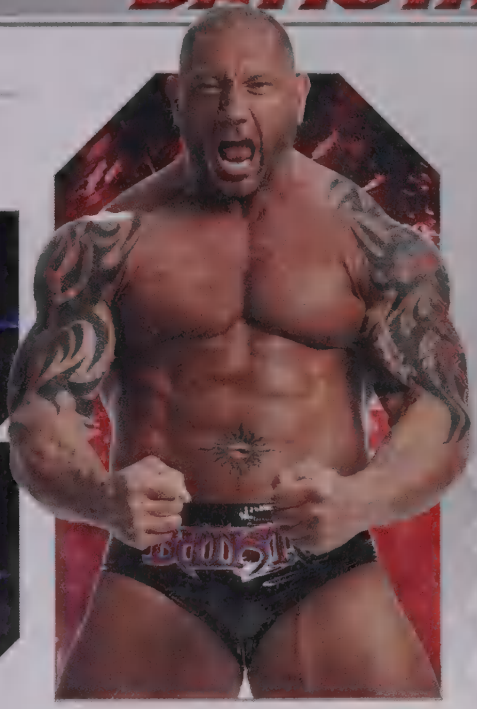
Batista Bomb
Situation: Face opponent or face rebounding opponent

ATTRIBUTES

Grapple: 90
Strikes: 80
Submission: 80
Durability: 85
Technical: 80
Speed: 75
Charisma: 90
Overall: 92

ABILITIES

- Fired Up
- Hammer Throw
- Resiliency
- Ring Escape



BIO

Height: 6'6"
Weight: 290 pounds
Weight Class: Heavyweight
From: Washington, D.C.
Career Highlights: WWE Champion, World Heavyweight Champion, WWE Tag Team Champion, World Tag Team Champion, 2005 *Royal Rumble* winner

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BREAKDOWN

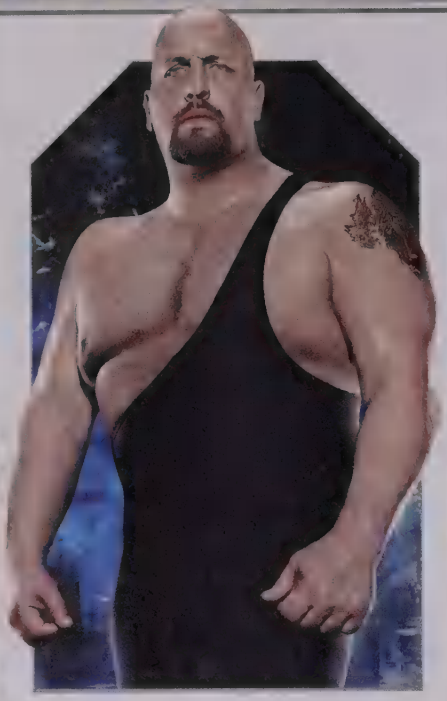
Batista has a relatively high Grapple score at 90, but since most grapples can be easy to reverse if you're predictable, mix in strikes to throw your opponent off. With a Strike rating of 80, Batista isn't the strongest striker in the game, but his strikes still inflict good damage.

During chain grapples, mix in strikes and Irish Whips to throw your opponent's reversal timing off. Irish Whip an opponent into the turnbuckle to take advantage of high damage grapples from on top of the turnbuckle. You also have a variety of options between strikes and grapples while an opponent is on the turnbuckle, so you can keep them guessing.

The Fired Up ability, coupled with Batista's high Charisma rating, makes him a monster once he gets on a roll. As soon as you reach 75 percent momentum, use a Signature Move to raise your momentum to 100 percent, then execute the Fired Up ability and finish off an opponent with three Finishers.

Against computer-controlled opponents, focus almost exclusively on grapples. If you take a few hits, it's okay because Batista has a relatively high Durability rating at 85. His Resiliency ability also makes it easier for you to escape pins and submission holds, and his high Charisma helps to subsidize the momentum lost if you need to use the Ring Escape ability.

BIG SHOW™

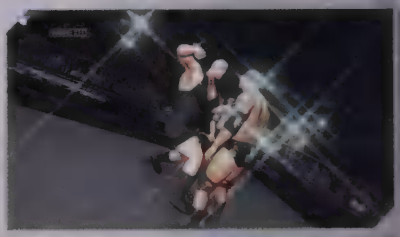


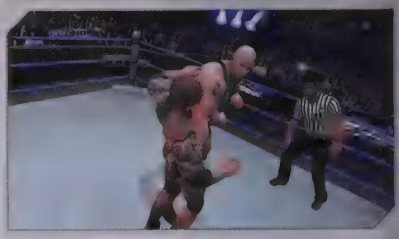
SIGNATURE MOVES

Spear 3
Situation: Run toward opponent or face rebounding opponent

FINISHERS

Boxing Hook 3
Situation: Face opponent





BIO

Height: 7'0"
Weight: 485 pounds
Weight Class: Super Heavyweight
From: Tampa, FL
Career Highlights: WWE Champion, ECW Champion, WCW Champion, World Tag Team Champion, WWE Hardcore Champion, United States Champion, Unified WWE Tag Team Champion

ATTRIBUTES

Grapple: 100
Strikes: 95
Submission: 80
Durability: 80
Technical: 65
Speed: 40
Charisma: 75
Overall: 85

ABILITIES

- **Durability**
- **Hammer Throw**

BREAKDOWN

Big Show is a super heavyweight, extremely dangerous when being played offensively. However, his Charisma and Durability ratings aren't as high as those of many of the other Superstars, and he's very slow. To top it off, his Technical rating is only 65, which makes it difficult to time reversals, especially if the difficulty setting is on Legend.

Use Big Show's high Grapple (100) and Strikes (95) ratings to inflict massive damage on an opponent in short offensive bursts. Big Show's lack of speed makes it difficult for him to run down faster opponents, but Irish Whip them into a turnbuckle and you can unleash a plethora of big hits in a short period of time.

If you get into trouble, use the Hammer Throw ability to give you time to use the Durability ability and regain a small amount of lost health. This works especially well against the computer because it's rare for a computer-controlled Superstar to reverse an Irish Whip or Hammer Throw.

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CHAVO GUERRERO®

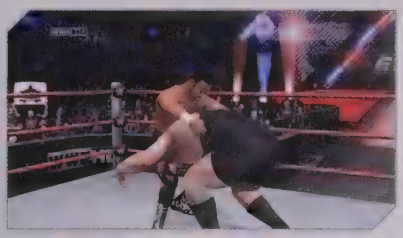
SIGNATURE MOVES

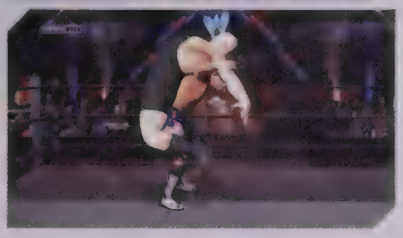
Triple Rolling Suplex
Situation: Face opponent

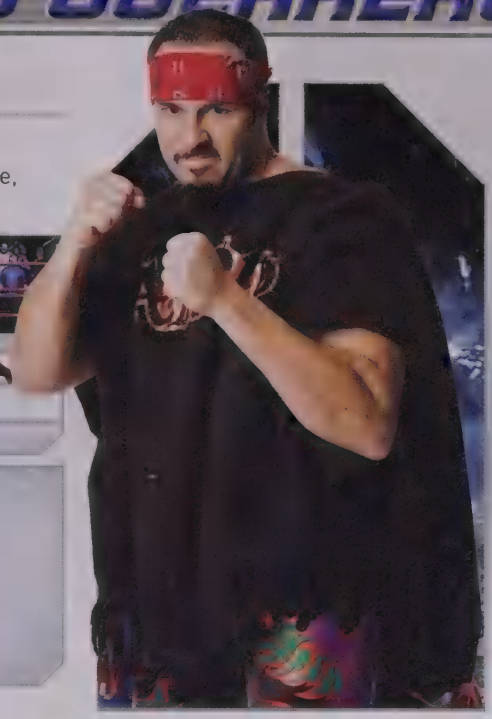
FINISHERS

Frog Splash
Situation: Player on the top rope, opponent grounded

Gory Bomb 2
Situation: Face opponent







ATTRIBUTES

Grapple: 70
Strikes: 70
Submission: 70
Durability: 70
Technical: 70
Speed: 80
Charisma: 60
Overall: 78

ABILITIES

- **Dirty Pin**
- **Outside Dives**
- **Ring Escape**

BIO

Height: 5'9"
Weight: 215 pounds
Weight Class: Light Heavyweight
From: El Paso, TX
Career Highlights: ECW Champion, WCW & WWE Cruiserweight Champion, WWE Tag Team Champion

BREAKDOWN

The only thing Chavo Guerrero really has going for him is his moderately high Speed rating. Everything else is 70 or below, meaning his damage output for submission holds, grapples, and strikes is somewhat low; he's only average when it comes to reversing attacks; and his Durability is not high enough to save him from a loss, especially against Superstars with high damage output.

Luckily, Guerrero's Gory Bomb 2 Finisher and Triple Rolling Suplex Signature Move can be performed simply while facing the opponent. This is the easiest position to land a Finisher or Signature Move from. Unfortunately, Guerrero's Charisma rating is very low at 60, so gaining momentum is harder with him compared to with many other Superstars.

Winning with Guerrero is an uphill battle, but if you focus on mixing up strikes and grapples, as well as his ability to use the Dirty Pin, you can outperform a higher-rated Superstar.

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CHRIS JERICHO®

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BIO

Height: 6'0"

Weight: 226 pounds

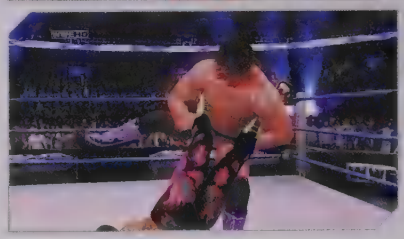
Weight Class: Light Heavyweight

From: Winnipeg, Ontario, Canada

Career Highlights: WWE Champion, World Heavyweight Champion, WCW Champion, Intercontinental Champion, European Champion, Hardcore Champion, World Tag Team Champion, ECW TV Champion, WCW TV Champion, WCW Cruiserweight Champion, Unified Tag Team Champion

SIGNATURE MOVES

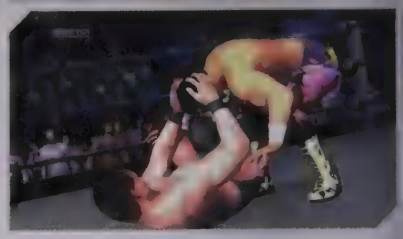
Walls of Jericho 1
Situation: Face opponent or face rebounding opponent



Walls of Jericho 2
Situation: Opponent grounded (near lower body)

FINISHERS

Codebreaker 1
Situation: Face opponent or run toward opponent



ATTRIBUTES

Grapple: 75
Strikes: 70
Submission: 90
Durability: 80
Technical: 100
Speed: 80
Charisma: 95
Overall: 94

ABILITIES

- Leverage Pin
- Outside Dives
- Resiliency
- Ring Escape
- Springboard Dives

BREAKDOWN

Chris Jericho has relatively strong defense, but his offensive options are somewhat lacking. His Submission rating is one of the highest in the game at 90, and his Charisma is very high at 95. Meanwhile, his Grapple (75) and Strikes (70) ratings are fairly low. If you want to inflict damage with Jericho, it needs to come in the form of submission holds.

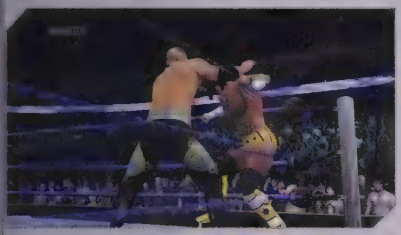
Thanks to Jericho's high Charisma rating, you should be able to use Finisher and Signature Moves relatively often once the momentum turns in your favor. Jericho also has the highest Technical rating in the game, which means that he can reverse attacks more easily than virtually every other Superstar. This makes it considerably easier to shift the momentum in your favor.

The Resiliency ability and decent Durability (80) rating allow Jericho to hold out a little longer when he's in a tough situation. In addition, the Ring Escape ability can be used without too much fear of losing momentum due to Jericho's high Charisma rating.

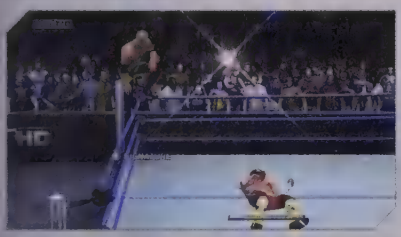
CHRISTIAN®

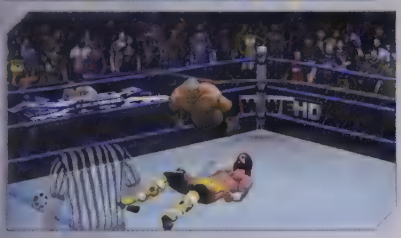
SIGNATURE MOVES

Hanging Overhead Kick
Situation: Opponent on turnbuckle



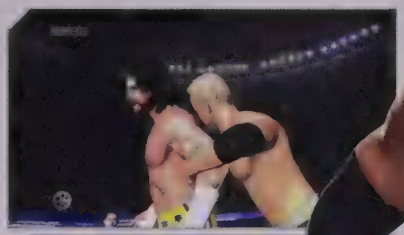
Diving Headbutt 5
Situation: Player on the top rope, opponent grounded

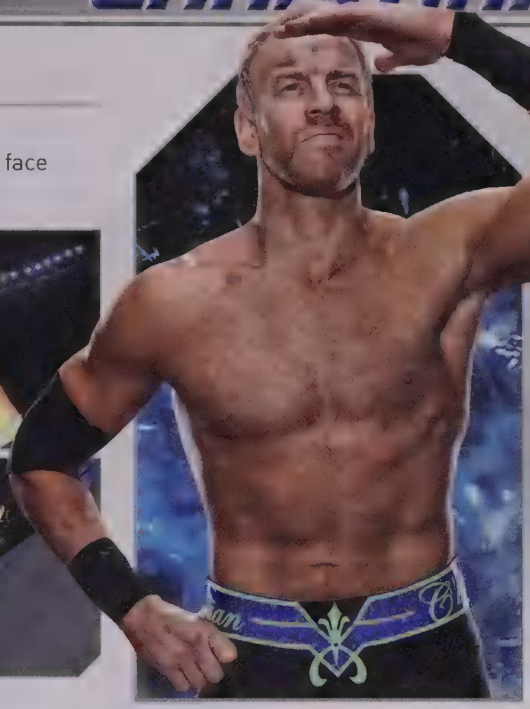




FINISHERS

Killswitch
Situation: Face opponent or face rebounding opponent





ATTRIBUTES

Grapple: 75
Strikes: 75
Submission: 75
Durability: 75
Technical: 80
Speed: 80
Charisma: 80
Overall: 86

ABILITIES

- **Durability**
- **Hammer Throw**
- **Leverage Pin**
- **Springboard Dives**

BIO

Height: 6'2"
Weight: 227 pounds
Weight Class: Light Heavyweight
From: Toronto, Ontario, Canada
Career Highlights: ECW Champion, Intercontinental Champion, World Tag Team Champion, Light Heavyweight Champion, Hardcore Champion, European Champion

BREAKDOWN

Christian is fairly average compared to many of the other Superstars in the game. His best attribute is Speed, which is only 80. However, against slower Superstars, this can come in handy if you need to make a quick escape near the end of a match.

The Durability and Hammer Throw abilities help him out in tough matches. Use the Hammer Throw to knock an opponent to the ground or out of the ring, then Durability to regain lost health. Follow this with a few taunts to raise your momentum with the help of Christian's moderately high Charisma (80) rating. A Technical rating of 80 helps to make reversals easier, but it's certainly not one of the highest in the game.

Unfortunately, neither of Christian's Signature Moves can be used while facing an opponent, which means you'll need to rely heavily on using an Irish Whip to knock an opponent into the turnbuckle in preparation for the Hanging Overhead Kick. If you land a Hanging Overhead Kick, it stuns the opponent, which is a nice setup for a Killswitch.

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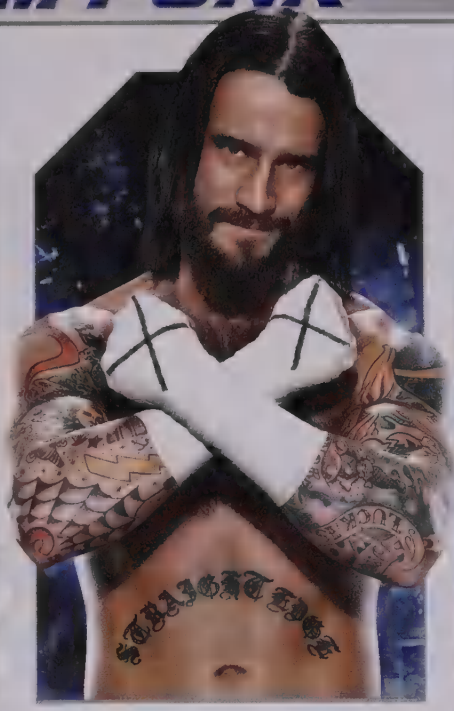
CM PUNK®



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BIO

Height: 6'1"

Weight: 222 pounds

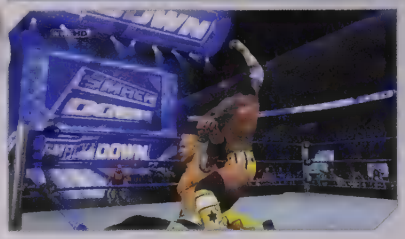
Weight Class: Light Heavyweight

From: Chicago, IL

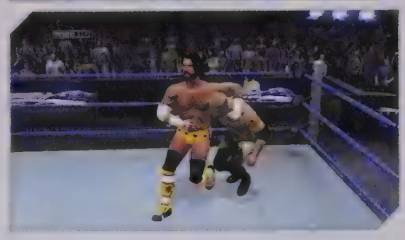
Career Highlights: World Heavyweight Champion, ECW Champion, World Tag Team Champion, Intercontinental Champion

SIGNATURE MOVES

Arm Tap Elbow Strikes
Situation: Opponent grounded (near upper body)

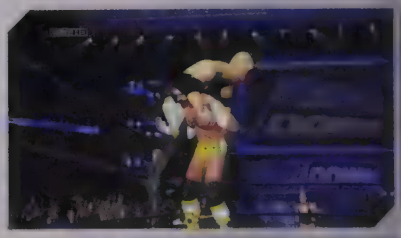


Shining Wizard/Bulldog 2
Situation: Opponent on turnbuckle



FINISHERS

G.T.S. 1
Situation: Face opponent or face rebounding opponent



ATTRIBUTES

Grapple: 75
Strikes: 90
Submission: 80
Durability: 80
Technical: 90
Speed: 80
Charisma: 90
Overall: 93

ABILITIES

- Hammer Throw
- Leverage Pin
- Outside Dives
- Springboard Dives

BREAKDOWN

CM Punk has average to above-average attribute ratings in every category except Grapple. This gives him an edge over many of the Superstars in the game, but you cannot rely solely on these ratings.

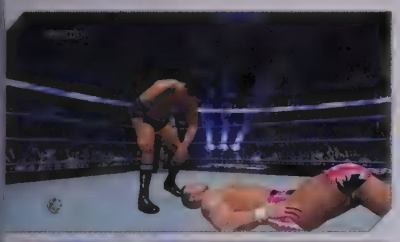
Punk has a high Charisma rating at 90, but he can't use either of his Signature Moves facing an opponent. Instead, you must have the opponent grounded or on the turnbuckle. This makes a Signature Move somewhat predictable once Punk has enough momentum to use one. Use strikes before a Signature Move to throw your opponent off and make them miss a potential reversal.

With a Technical rating of 90, CM Punk has a fairly easy time reversing the attacks of his opponents. Factor in his high Charisma rating, and Punk has a moderately easy time turning the tables on a losing match. Rely on strikes over grapples to inflict as much damage as possible, then use a Hammer Throw and taunt while the opponent is groggy to raise your momentum.

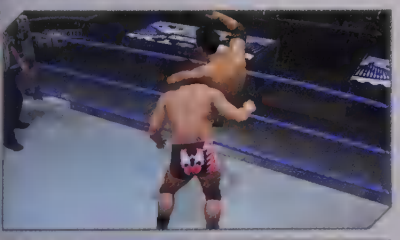
CODY RHODES®

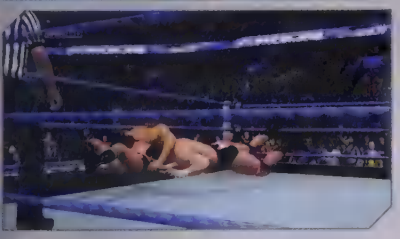
SIGNATURE MOVES

Running Knee Drop
Situation: Opponent grounded (near upper body)



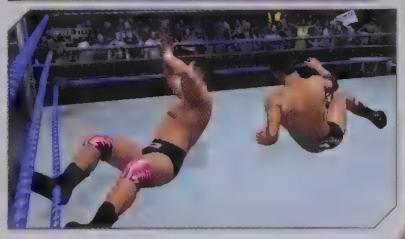
Bulldog 3
Situation: Run toward opponent or face rebounding opponent



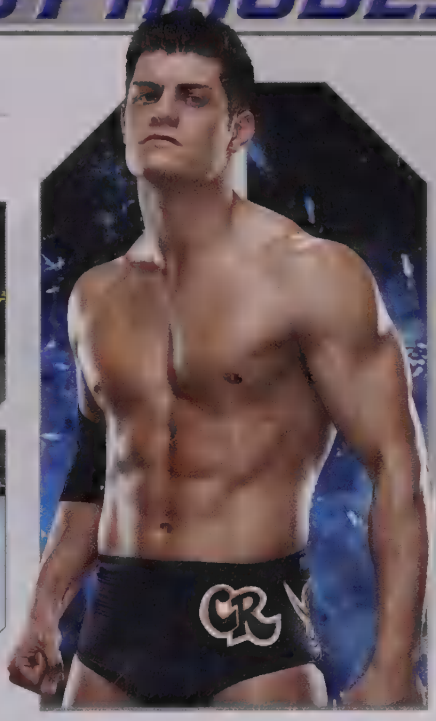


FINISHERS

Cross Rhodes
Situation: Behind opponent



Silver Spoon DDT
Situation: Face opponent



BIO

Height: 6'1"

Weight: 223 pounds

Weight Class: Light Heavyweight

From: Marietta, NC

Career Highlights: World Tag Team Champion

ATTRIBUTES

Grapple: 70

Strikes: 70

Submission: 70

Durability: 75

Technical: 75

Speed: 80

Charisma: 70

Overall: 81

ABILITIES

- Hammer Throw
- Leverage Pin
- Outside Dives
- Springboard Dives

BREAKDOWN

Cody Rhodes is somewhat below average compared to many of the Superstars in the game. However, he has a decent Technical rating (75), and his Speed (80) is higher than that of most other Superstars. You'll need to use these to your advantage, because he is lacking in raw offensive power with Grapple, Strikes, and Submission all sitting at 70.

Rhodes's abilities also don't give much assistance against the higher rated Superstars. With low damage output, Leverage Pin only comes in handy after a long and drawn out match. Outside Dives and Springboard Dives are relatively easy to reverse, and while Hammer Throw can toss an opponent out of the ring or slam him to the floor, the only thing Rhodes can follow it up with for solid damage is the Running Knee Drop Signature Move.

On the bright side, his Finishers and Signature Moves can be used with relative ease. He can use a Finisher facing or behind the opponent, and can use Signature Moves while running (use the instant run technique) or when the opponent is grounded. Under these circumstances, Rhodes doesn't have to work very hard once he has enough momentum to use one of these techniques.

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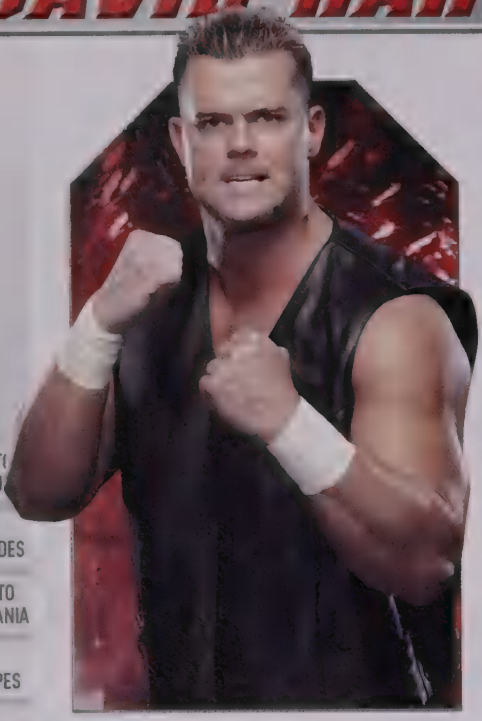
DAVID HART SMITH™



SIGNATURE MOVES

Powerslam 1
Situation: Face opponent

FINISHERS

Saito Suplex
Situation: Behind opponent

BIO

Height: 6'5"
Weight: 250 pounds
Weight Class: Heavyweight
From: Calgary, Alberta, Canada
Career Highlights: Unified Tag Team Champion, WWE Tag Team Champion

ATTRIBUTES

Grapple: 80
Strikes: 70
Submission: 70
Durability: 75
Technical: 75
Speed: 80
Charisma: 70
Overall: 82

ABILITIES

- **Hammer Throw**

BREAKDOWN

To play David Hart Smith effectively, you're going to have to rely on his grapples and speed. He doesn't excel in any one area, but he's at least above average when it comes to Grapples (80) and Speed (80), so work these into your game plan as much as possible.

Smith's Durability and Technical attributes both sit at 75, which isn't a great number, but it's higher than some of the other Superstars' scores. Still, they are not high enough to make them a focal point. Instead, focus on instant running grapples, and move in and out of your opponent's attack range if you face a slower Superstar.

Unfortunately, Smith's single ability is the Hammer Throw, which does not help him a great deal. Work on building momentum, then use the Powerslam 1 Signature Move, which is fairly easy to land. Smith's Saito Suplex Finisher must be executed from behind an opponent, but after a Powerslam, you can pick the opponent up off of the ground, then turn him around and execute the Saito Suplex. Just make sure you mix in a strike or grapple from time to time to keep your opponents on their toes and avoid a reversal due to a predictable Suplex.

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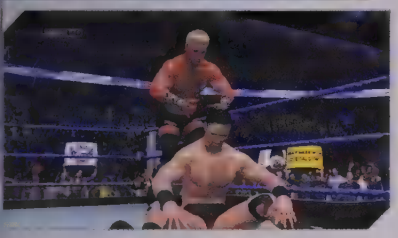
DOLPH ZIGGLER™

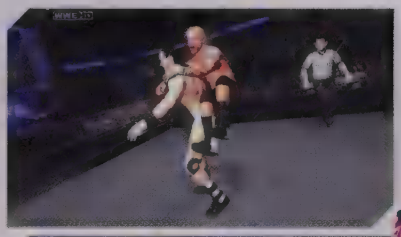
SIGNATURE MOVES

Neck Snap
Situation: Opponent grounded (near upper body)



FINISHERS

Zig Zag
Situation: Behind opponent



Sleeper Hold
Situation: Face opponent or face rebounding opponent

ATTRIBUTES

Grapple: 75
Strikes: 75
Submission: 80
Durability: 80
Technical: 80
Speed: 85
Charisma: 80
Overall: 88

ABILITIES

- Dirty Pin
- Hammer Throw
- Leverage Pin
- Outside Dives
- Ring Escape

BIO

Height: 6'0"
Weight: 221 pounds
Weight Class: Light Heavyweight
From: Hollywood, FL
Career Highlights: Intercontinental Champion

BREAKDOWN

Dolph Ziggler relies on submission holds to get most of his damage. Ziggler's two lowest ratings are Grapple and Strikes, both at 75. Everything else is 80 or above, and that's where you need to focus to be successful against skilled opponents.

With a Speed rating of 85, Ziggler is faster than most of the other WWE Superstars. Use this to your advantage by attacking with quick strikes, then quickly moving out of the opponent's strike range. Ziggler's Technical rating of 80 should make reversals a little easier compared to many other Superstars, and his Durability is at 80, which allows him to take a few shots before going down.

In addition to Ziggler's all-around solid ratings, he has five abilities, many of which are very useful. Having Dirty Pin means Ziggler doesn't have to move an opponent away from the ropes before attempting to pin. Leverage Pin, coupled with his solid Technical rating, makes him deadly against a heavily damaged opponent. Ring Escape combined with a good Charisma rating allows Ziggler to get away from aggressive opponents, then use taunts to regain lost momentum.

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DREW McINTYRE™

SIGNATURE MOVES

Flat Liner
Situation: Face opponent

FINISHERS

Future Shock
Situation: Face opponent

BIO

Height: 6'5"
Weight: 18 stone
Weight Class: Heavyweight
From: Ayr, Scotland
Career Highlights: Intercontinental Champion

ATTRIBUTES

Grapple: 80
Strikes: 75
Submission: 70
Durability: 80
Technical: 80
Speed: 80
Charisma: 75
Overall: 86

ABILITIES

- **Dirty Pin**
- **Hammer Throw**
- **Ring Escape**

BREAKDOWN

Drew McIntyre is slightly above average compared to the rest of the cast in *WWE SmackDown vs. Raw 2011*. His grapples inflict more damage than his strikes and submission holds, so use them as your primary form of attack. His Technical (80) rating, Durability (80), and Speed (80) are all above average and should make most matches play out smoothly thanks to easier reversals, moderately high damage resistance, and enough movement speed to get away from most opponents.

McIntyre's Finisher and Signature Moves are both easily executed when facing an opponent, and his Hammer Throw ability gives you a quick way to knock opponents down and pick them back up in a groggy state. Do not use the Ring Escape ability unless you're on the verge of losing, because McIntyre's Charisma (75) isn't that high, and you may have a difficult time building your momentum back up.

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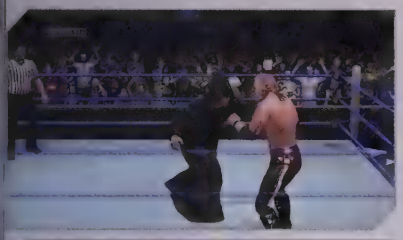
DRUID™

SIGNATURE MOVES

Neck Breaker 5
Situation: Run toward opponent or face opponent



FINISHERS

DDT 4
Situation: Face opponent

BREAKDOWN

If you're looking for an extremely difficult, uphill battle against every other WWE Superstar, the Druid should be your character of choice. All of his attributes are rated at 50, and he has no abilities at all. This means he's the slowest Superstar in the game, inflicts the least amount of damage with all of his attacks, has virtually no damage resistance, builds momentum slower than any other Superstar, and is the most difficult Superstar to successfully land reversals with.

The only saving grace to the Druid is that his Finisher and Signature Move are relatively easy to land because both can be executed when facing an opponent. Unfortunately, this is not enough to make the Druid a worthy adversary for any of the other WWE Superstars.

BIO

Weight Class: Light Heavyweight

ATTRIBUTES

Grapple: 50
Strikes: 50
Submission: 50
Durability: 50
Technical: 50
Speed: 50
Charisma: 50
Overall: 55

NOTE

The Druid does not have any abilities.

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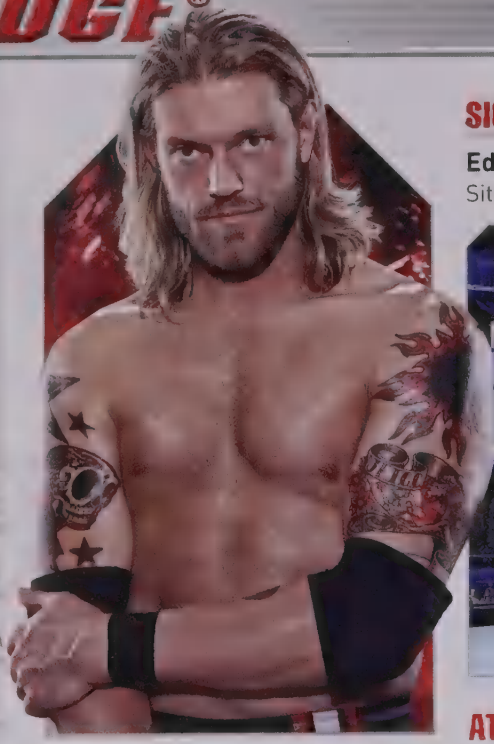
EDGE®



BIO

Height: 6'5"

Weight: 250 pounds

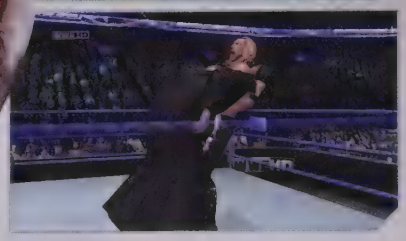
Weight Class: Heavyweight

From: Toronto, Ontario, Canada

Career Highlights: WWE Champion, World Heavyweight Champion, World Tag Team Champion, WWE Tag Team Champion, Unified Tag Team Champion, Intercontinental Champion, United States Champion, 2001 King of the Ring, won first-ever Money in the Bank Ladder Match

SIGNATURE MOVES

Edgecution 1
Situation: Face opponent



ATTRIBUTES

Grapple: 80

Strikes: 80

Submission: 80

Durability: 85

Technical: 85

Speed: 85

Charisma: 90

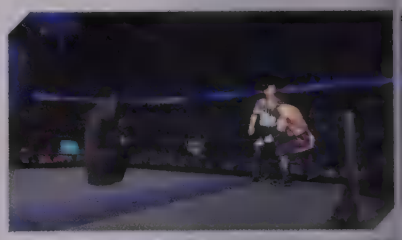
Overall: 93

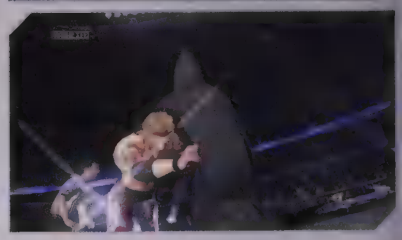
ABILITIES

- **Fired Up**
- **Resiliency**
- **Ring Escape**

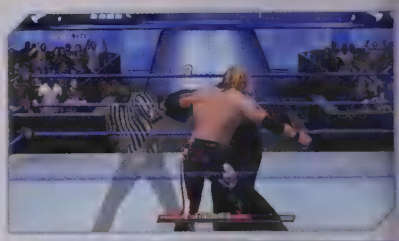
FINISHERS

Spear 2
Situation: Opponent grounded (near upper body)





Striking Spear
Situation: Run toward opponent



BREAKDOWN

Edge has very solid all-around ratings for his attributes. He has good Speed at a rating of 85, and can quickly move in and out of his opponent's attack range. His Technical rating of 85 helps him reverse attacks if you're not skilled at staying just out of reach of your opponent. And if you're not good at reversals, a Durability rating of 85 allows Edge to sustain more damage than most other WWE Superstars.

Adding to these quality attributes is a Charisma rating of 90, allowing Edge to gain momentum quickly from taunts. His Grapple, Strikes, and Submission ratings are all 80, giving Edge solid damage when he connects with any attack. You can essentially use any offensive strategy with Edge and it should work out well.

As if these positive traits weren't enough, with the Fired Up ability Edge gains three Finisher attempts every time he reaches maximum momentum (which shouldn't be that hard with a high Charisma rating). Resiliency automatically makes it more difficult to win against Edge, and he can escape to safety any time he's knocked down near the ropes with Ring Escape.

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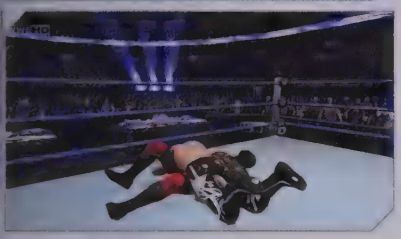
EVAN BOURNE®

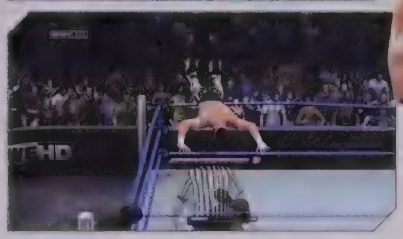
SIGNATURE MOVES

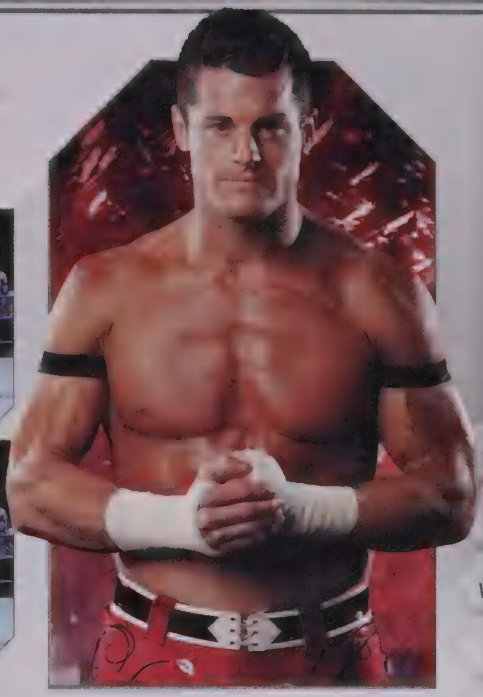
Standing Moonsault 2
Situation: Opponent grounded (near upper body)



FINISHERS

Airbourne
Situation: Player on the top rope, opponent grounded





ATTRIBUTES

Grapple: 70
Strikes: 85
Submission: 75
Durability: 70
Technical: 90
Speed: 90
Charisma: 75
Overall: 88

ABILITIES

- **Leverage Pin**
- **Outside Dives**
- **Springboard Dives**

BIO

Height: 5'9"
Weight: 183 pounds
Weight Class: Light Heavyweight
From: St. Louis, MO

BREAKDOWN

Evan Bourne excels at running circles around his opponents. His Speed rating of 90 is one of the best in the game, and it allows him to quickly move in and out of his opponent's attack range. Because of his Strikes rating of 85, if you attack with quick strikes as soon as you're within range, then quickly move out of range, the damage to the opponent should add up quickly. His Technical rating is also extremely high (90), making it much easier to reverse an opponent's attacks.

Unfortunately, this is where Evan Bourne's strong points come to an end. His abilities consist of Outside Dives and Springboard Dives, both of which are easily reversed by skilled opponents. And while Leverage Pin is moderately useful, it's not much of a bonus given Bourne's other qualities. Still, if you like to stick and move, staying on your toes and staying out of reach as much as possible, Evan Bourne should be your Superstar of choice.

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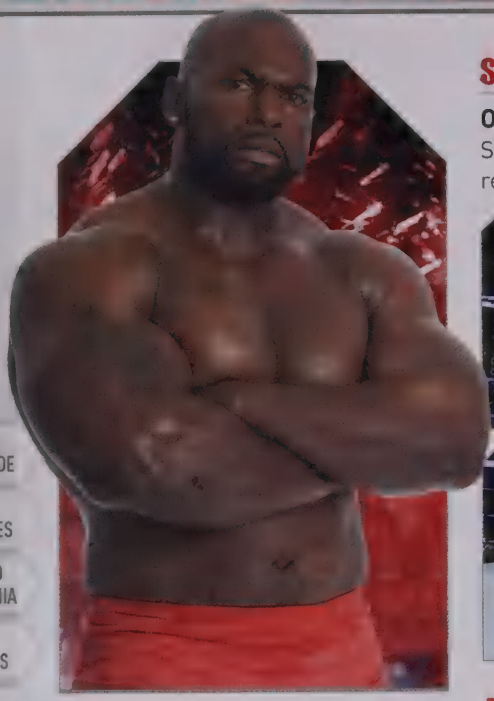
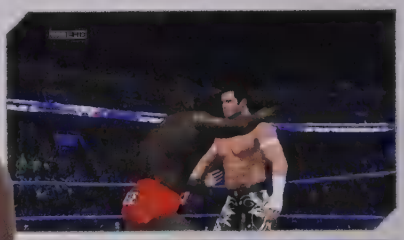
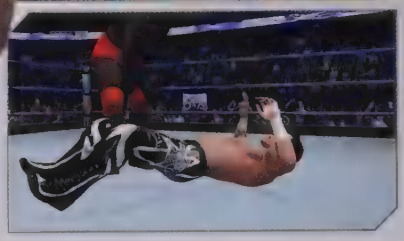
EZEKIEL JACKSON™



SIGNATURE MOVES

One-Handed Spinebuster 1
Situation: Face opponent or face rebounding opponent





FINISHERS

The Book of Ezekiel
Situation: Face opponent or face rebounding opponent

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BIO

Height: 6'4"
Weight: 309 pounds
Weight Class: Heavyweight
From: Harlem, NY
Career Highlights: Final ECW Champion in history

ATTRIBUTES

Grapple: 90
Strikes: 80
Submission: 70
Durability: 80
Technical: 65
Speed: 65
Charisma: 65
Overall: 82

ABILITIES

- **Hammer Throw**

BREAKDOWN

To be the most effective with Ezekiel Jackson, he should be played in one very specific manner. You must utilize his high attack power and Durability to inflict as much damage as possible as soon as you get close to an opponent. His highest attribute is Grapple at 90, followed by Strikes and Durability at 80. However, his Speed is relatively low at 65. This means you need to take advantage of every opportunity you have to bring the pain.

As soon as an opponent gets within your attack range, use a variety of strikes and grapples, with a slight focus on grapples to maximize your damage output. If you take a few hits or reversals in the process, don't worry about it too much because Zeke has a fairly high Durability rating.

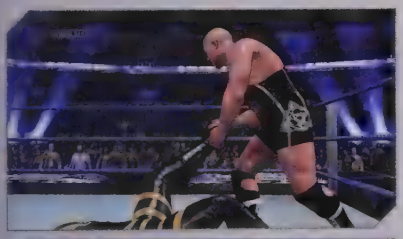
The problem comes into play when an opponent gets away from Zeke. He's not fast enough to catch most Superstars, his only ability is Hammer Throw (which does him no good in this situation), and he can't even use taunts to bait an opponent into closing in because his Charisma is so low it won't do much to build momentum. Your best bet is to move slowly toward opponents and try to corner them so they can no longer run.

FINLAY®

SIGNATURE MOVES

Seated Senton
Situation: Opponent grounded (near upper body)

Celtic Knot
Situation: Opponent grounded (near lower body)



FINISHERS

Celtic Cross
Situation: Face opponent or face rebounding opponent

ATTRIBUTES

Grapple: 70
Strikes: 75
Submission: 70
Durability: 70
Technical: 75
Speed: 70
Charisma: 60
Overall: 78

ABILITIES

- **Hammer Throw**

BIO

Height: 6'2"
Weight: 233 pounds
Weight Class: Light Heavyweight
From: Belfast, Northern Ireland
Career Highlights: United States Champion, WCW Television Champion, WCW Hardcore Champion

BREAKDOWN

You must be a good all-around player to excel with Finlay. All of his attributes are either 70 or 75, with the exception of Charisma, which falls to a fairly low rating of 60. This means you must attack more often than many other Superstars in order to inflict the same amount of damage, and you cannot rely on taunts as an easy way to gain momentum.

Finlay's Speed rating is a respectable 70, which means he won't be running circles around the other Superstars, but he won't have difficulty catching them either. And with a Technical rating of 75, it won't be easy to land reversals, but if you're skilled, it won't be that hard either.

The Hammer Throw is Finlay's only ability, but he can use it to set up either of his Signature Moves, which both require the opponent to be grounded. Simply use the Hammer Throw away from the ropes to slam the opponent the ground, then take advantage of the situation and connect with the Seated Senton or the Celtic Knot.

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GOLDUST®

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BIO

Height: 6'6"
Weight: 260 pounds
Weight Class: Heavyweight
From: Hollywood, CA
Career Highlights: Intercontinental Champion, World Tag Team Champion

ATTRIBUTES

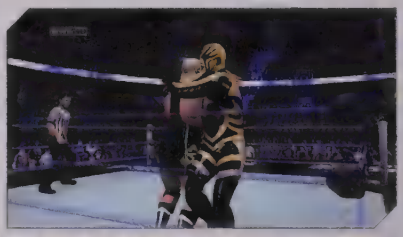
Grapple: 70
Strikes: 70
Submission: 60
Durability: 70
Technical: 75
Speed: 80
Charisma: 80
Overall: 80

ABILITIES

- Hammer Throw
- Leverage Pin

SIGNATURE MOVES

Flat Liner
Situation: Face opponent



Reverse DDT 1 (Category 2)
Situation: Face opponent or face rebounding opponent

FINISHERS

Suplex Lift Neckbreaker
Situation: Face opponent

Shattered Dreams
Situation: Face opponent in the corner

BREAKDOWN

Goldust's only attributes over 75 are Speed (80) and Charisma (80). Use Goldust's speed to corner an opponent, then attack with a variety of grapples and strikes—both are rated at 70, so mix them up to avoid a reversal and don't worry about maximizing your damage output.

With a Technical rating of 75, it shouldn't be too difficult to score a few reversals, but focus on landing attacks and using taunts when you can. Use Goldust's high Charisma to quickly build momentum so you can use Finishers and Signature Moves. Goldust doesn't have a lot of raw power, so you'll need these special techniques to inflict most of your damage. Luckily, all of his Finishers and Signature Moves can be performed while simply facing the opponent, which the exception of Shattered Dreams, which only requires the opponent to be slammed against the turnbuckle.

The Hammer Throw and Leverage Pin abilities aren't a significant help, but the Hammer Throw is useful to keep opponents on their toes. Try to avoid using too many submission holds because Goldust has a low Submission rating of 60.

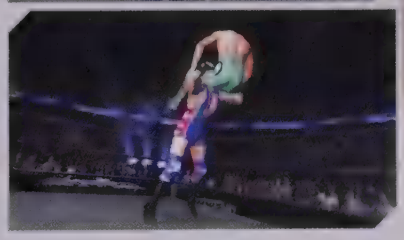
JACK SWAGGER™

SIGNATURE MOVES

Slingshot Body Splash 1
Situation: Opponent on turnbuckle

FINISHERS

Gutwrench Powerbomb
Situation: Face opponent



BREAKDOWN

Jack Swagger is a solid all-around Superstar. With the exception of Charisma (75), all of his attributes are rated at 80 or higher. You can evenly distribute your damage output between grapples, strikes, and submission holds because they are all rated at 80 and inflict equal amounts of damage. Swagger is also fast enough to run circles around some of the slower Superstars and keep up with the faster ones.

He has a Technical attribute rating of 85, which makes reverses easier for Swagger than for most of the other Superstars. Plus, with a Durability rating of 80 and the Durability ability, Swagger is not an easy opponent to take down even if he's not reversing most of the opponent's attacks.

The only minor concern with Jack Swagger is that his Charisma rating is a little low. You won't be able to rely on taunts to build momentum, but with everything else Swagger has going for him, you shouldn't need to rely on such things. His Slingshot Body Splash 1 Signature Move can only be used when an opponent is on the turnbuckle, so you may want to remove the turnbuckle padding for increased damage when you're setting it up.

BIO

Height: 6'6"

Weight: 263 pounds

Weight Class: Heavyweight

Career Highlights: World Heavyweight Champion, ECW Champion, Money in the Bank winner

ATTRIBUTES

Grapple: 80

Strikes: 80

Submission: 80

Durability: 80

Technical: 85

Speed: 80

Charisma: 75

Overall: 89

ABILITIES

- Durability
- Hammer Throw

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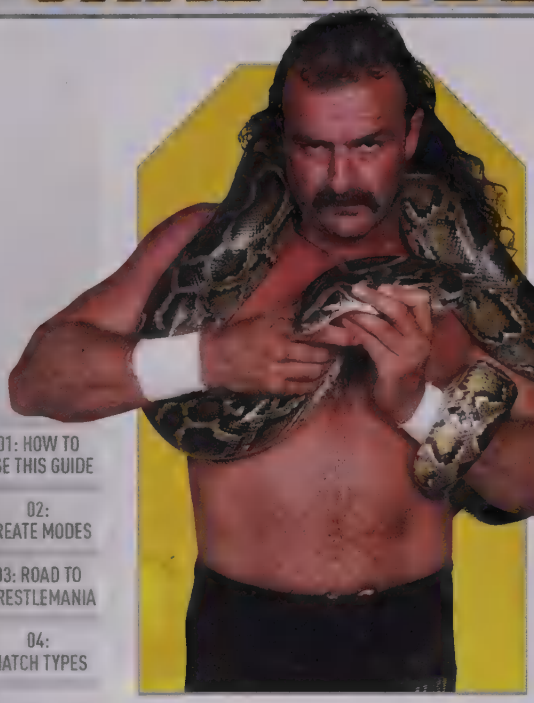
JAKE ROBERTS™

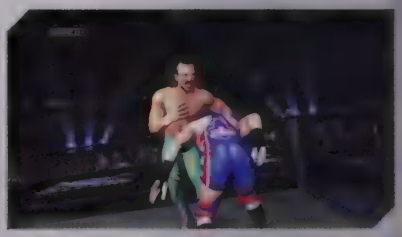


SIGNATURE MOVES

Reverse Atomic Drop 3
Situation: Face opponent

FINISHERS

DDT 6
Situation: Face opponent



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BIO

Height: 6'3"

Weight Class: Heavyweight

ATTRIBUTES

Grapple: 80

Strikes: 80

Submission: 85

Durability: 85

Technical: 85

Speed: 80

Charisma: 80

Overall: 91

ABILITIES

- Hammer Throw
- Resiliency
- Ring Escape

BREAKDOWN

The legendary Jake "The Snake" Roberts makes a triumphant return in *WWE SmackDown vs. Raw 2011*. All of his attributes are rated at 80 or above, with Submission, Durability, and Technical all at 85. Submission holds should be your primary form of offense, but if you prefer grapples or strikes, they'll inflict enough damage to get the job done.

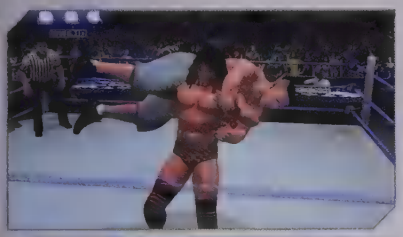
Roberts's high Technical rating makes it easier to perform reversals, and with Charisma at 80, you can use taunts to gain some momentum. This also counteracts the negative momentum received from using the Ring Escape ability, so you can get out of sticky situations when you're grounded near the ropes.

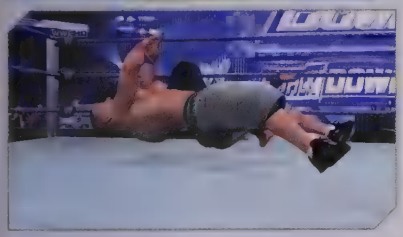
The Resiliency ability makes it harder to keep Roberts down, and his Finisher and Signature Moves are both performed facing the opponent for added ease of execution. There aren't any significant down sides to Roberts. You can take down most Superstars with ease and go head to head with the top-rated Superstars.

JIMMY SNUKA™

SIGNATURE MOVES

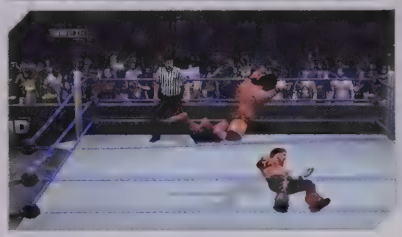
Samoan Drop 2
Situation: Run toward opponent or face rebounding opponent





FINISHERS

Diving Body Press 1
Situation: Player on the top rope, opponent grounded



BREAKDOWN

Jimmy Snuka is another Legend who packs a punch. As with many of the other Legends, his attributes are all 80 or higher, with Durability, Technical, and Speed all at 85. He can run circles around most of the Superstars, reverses attacks with relative ease, and has some nice abilities to round out his arsenal.

Fired Up and Hammer Throw go well with Snuka's high Charisma (80). Use taunts when you can to build momentum faster, execute a Signature Move to max out your momentum, then activate Fired Up and use the Hammer Throw away from the ropes to knock an opponent to the ground so you can execute the Diving Body Press 1 Finisher up to three times.

Resiliency and a high Durability rating also make Snuka a difficult opponent to pin. Combined with his other attributes and abilities, in the right hands Snuka is a force to be reckoned with.

BIO

Height: 5'10"

Weight Class: Heavyweight

From: Fiji Islands

Career Highlights: NWA Tag Team Champion, United States Champion

ATTRIBUTES

Grapple: 80

Strikes: 80

Submission: 80

Durability: 85

Technical: 85

Speed: 85

Charisma: 80

Overall: 91

ABILITIES

- Fired Up
- Hammer Throw
- Outside Dives
- Resiliency

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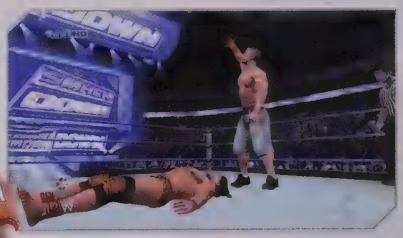
JOHN CENA®

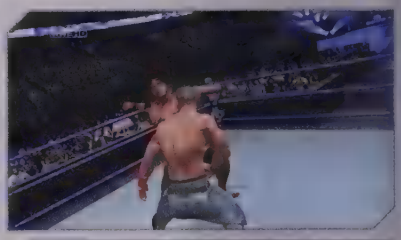
SIGNATURE MOVES

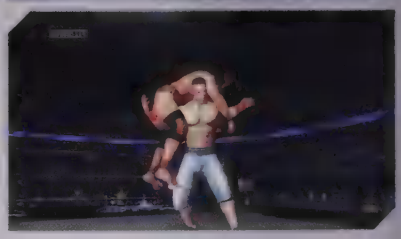
Five Knuckle Shuffle
Situation: Opponent grounded (near upper body)



FINISHERS

Attitude Adjustment 2
Situation: Face opponent or face rebounding opponent





STF
Situation: Opponent grounded (near lower body)

BIO

Height: 6'1"
Weight: 240 pounds
Weight Class: Heavyweight
From: West Newbury, MA
Career Highlights: World Heavyweight Champion, WWE Champion, United States Champion, World Tag Team Champion, 2008 *Royal Rumble* Winner

ATTRIBUTES

Grapple: 90
Strikes: 85
Submission: 85
Durability: 90
Technical: 80
Speed: 80
Charisma: 90
Overall: 95

ABILITIES

- **Fired Up**
- **Hammer Throw**
- **Resiliency**

BREAKDOWN

John Cena can dish out high amounts of damage no matter how you look at it. He has one of the highest Grapple attributes in the game at 90, and has the Fired Up ability. Couple this with his Attitude Adjustment 2 Finisher, which can be executed facing an opponent, and you have a deadly amount of damage on your hands.

Even if you don't want to focus on grapples, Cena's Strikes and Submission ratings are at 85, well above most of the other WWE Superstars. Combine this with a high Charisma (90) rating and it won't take long to reach maximum momentum with Cena. From there, Fired Up provides three Finishers that can be used when the opponent is grounded (STF), or when facing an opponent (Attitude Adjustment 2).

With a Durability rating at 90, even against a skilled opponent who lands multiple reversals Cena will remain standing longer than most other Superstars. Factor in Speed and Technical ratings of 80 and Cena does not have any glaring weak points to speak of.

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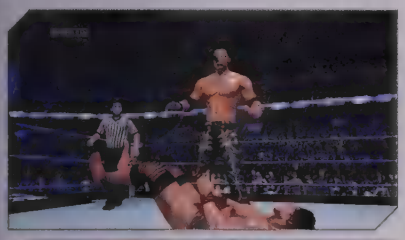
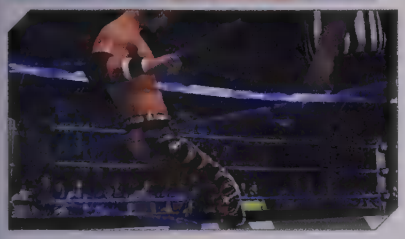
JOHN MORRISON®

SIGNATURE MOVES

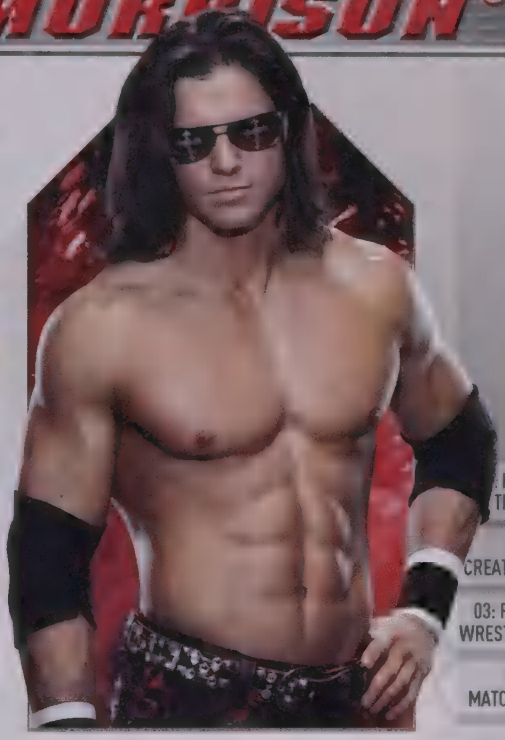
Jumping Knee 3
Situation: Opponent grounded (near upper body)





FINISHERS

Starship Pain 2
Situation: Face opponent in the corner



BREAKDOWN

John Morrison (JoMo) essentially has to rely on his speed against a vast majority of the WWE Superstars in the game. With relatively low ratings for Grapple (70), Strikes (70), Submission (75), and Charisma (75), the only thing he really has going for him is speed. Stick and move; attack as soon as an opponent is within range, then quickly step out of their attack range.

JoMo's Durability isn't bad at 80, and he can reverse fairly well with a Technical rating of 80, but that won't be enough to get through some of the higher rated Superstars. His Outside Dives and Springboard Dives abilities don't help him much either because both are easily reversed by skilled players.

In many cases, having a Signature Move that requires the opponent to be grounded can be difficult to use, but thankfully JoMo has the Hammer Throw ability. Use it away from the ropes to ground the opponent, then quickly execute the Jumping Knee 3 Signature Move to max out your momentum. Irish Whip the opponent into the turnbuckle and unleash JoMo's Starship Pain 2 Finisher.

BIO

Height: 6'1"

Weight: 223 pounds

Weight Class: Light Heavyweight

From: Los Angeles, CA

Career Highlights: ECW Champion, Intercontinental Champion, WWE Tag Team Champion, World Tag Team Champion

ATTRIBUTES

Grapple: 70

Strikes: 70

Submission: 75

Durability: 80

Technical: 80

Speed: 85

Charisma: 75

Overall: 85

ABILITIES

- Hammer Throw
- Outside Dives
- Springboard Dives

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BIO

Height: 6'1"
Weight: 235 pounds
Weight Class: Light Heavyweight
From: Brooklyn, NY

ATTRIBUTES

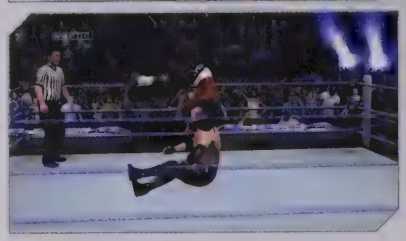
Grapple: 70
Strikes: 70
Submission: 60
Durability: 70
Technical: 65
Speed: 80
Charisma: 70
Overall: 77

ABILITIES

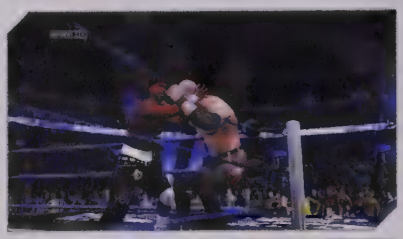
- **Hammer Throw**
- **Move Thief**
- **Outside Dives**

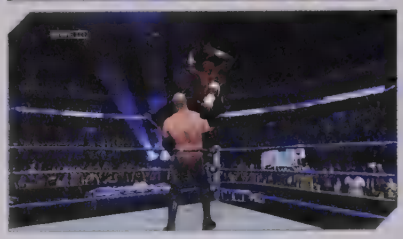
SIGNATURE MOVES

Flipping Neckbreaker
Situation: Face opponent



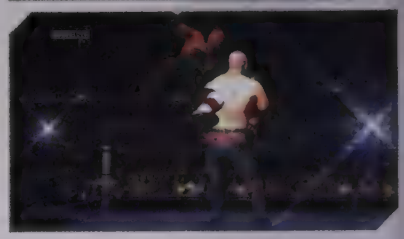
Diving Leg Lariat 2
Situation: Opponent on turnbuckle



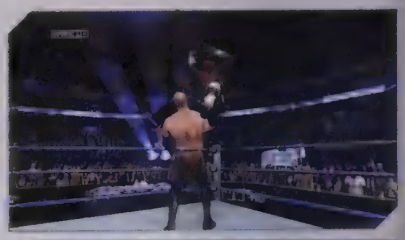


FINISHERS

Da Shout Out
Situation: Face rebounding opponent or run toward opponent



Leg Drop Bulldog 2
Situation: Face opponent



BREAKDOWN

JTG is somewhat below average when compared to the rest of the Superstars in the game. His highest rated attribute is Speed at 80. Everything else is between 60 and 70. With Submission at 60, you should avoid using submission holds if you can. Grapple and Strikes are both rated at 70, which isn't spectacular, but it's far better than a 60 rating.

Use JTG's speed to move in and out of your opponent's attack range. JTG's Durability rating is a moderate 70, so you can't take too many hits. It also doesn't help that his Technical rating is 65, which makes it relatively difficult to reverse attacks.

His abilities also aren't very useful. Move Thief isn't a great asset in the heat of battle, especially when JTG already has two Signature Moves and two Finishers that can be used in a variety of situations. Hammer Throw isn't as useful for JTG as it is for other Superstars because he doesn't have a good reason to keep you out of the ring or slam you to the ground in most instances. And Outside Dives is just asking to be reversed if used against a skilled opponent. Stick to using JTG's speed and you should do well.

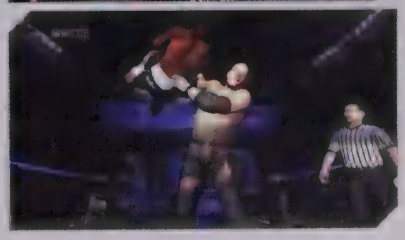
KANE®

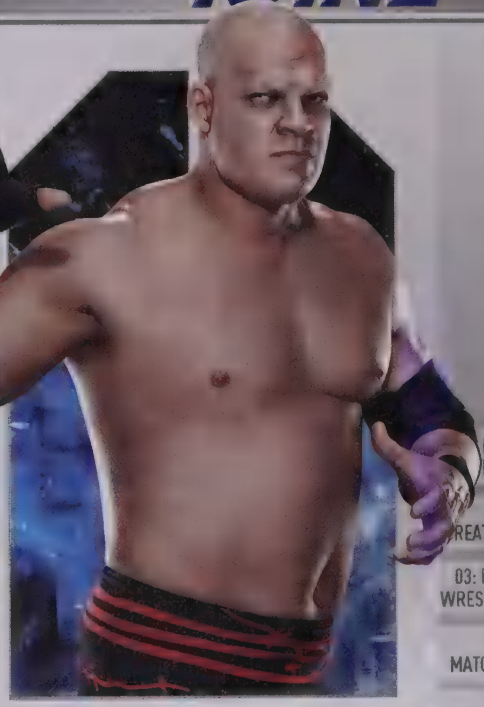
SIGNATURE MOVES

Scoop Slam & Dropkick
Situation: Face opponent

FINISHERS

Chokeslam 1
Situation: Face opponent or face rebounding opponent





BREAKDOWN

While Kane has taken a small hit from *WWE SmackDown vs. Raw 2010*, he's still one of the top Superstars in the game. He has an extremely high Grapple rating at 90 and a high Strikes rating at 85. These should be your primary forms of attack. His Submission rating is 75, which isn't bad, but it's a far cry from his Grapple and Strikes ratings.

He has good Charisma, at a rating of 85, so you'll see a decent momentum boost from taunts, but with a Technical rating of 75 it could be somewhat difficult to reverse certain attacks. It also doesn't help that his Speed rating is a low 60. This makes it difficult for Kane to get away from an aggressive opponent.

Kane has a fairly high Durability at 80, but if you're heavily damaged, his Kip-Up ability can get him off the ground quickly, avoiding any grounded attacks. Try to corner your opponents and then use Kane's high offensive power to take them down quickly.

BIO

Height: 7'0"

Weight: 323 pounds

Weight Class: Heavyweight

Career Highlights: WWE Champion, World Heavyweight Champion, ECW Champion, Intercontinental Champion, World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion

ATTRIBUTES

Grapple: 90

Strikes: 85

Submission: 75

Durability: 80

Technical: 75

Speed: 60

Charisma: 85

Overall: 87

ABILITIES

- Hammer Throw
- Kip-Up

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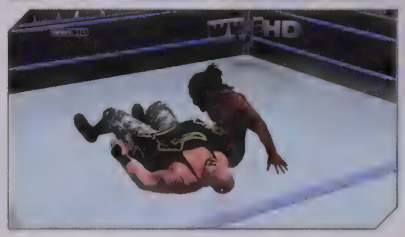
KOFI KINGSTON®

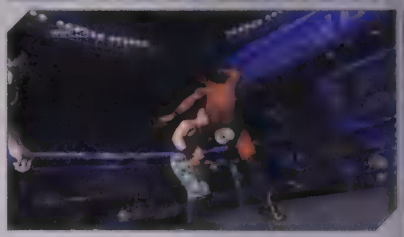
SIGNATURE MOVES

Boom Drop
Situation: Opponent grounded (near upper body)



FINISHERS

Trouble in Paradise 1
Situation: Face opponent or face rebounding opponent



S.O.S. (Category 2)
Situation: Face opponent or face rebounding opponent

BIO

Height: 5'9"
Weight: 221 pounds
Weight Class: Light Heavyweight
From: Ghana, West Africa
Career Highlights: United States Champion, Intercontinental Champion, World Tag Team Champion

ATTRIBUTES

Grapple: 75
Strikes: 75
Submission: 75
Durability: 80
Technical: 80
Speed: 85
Charisma: 80
Overall: 87

ABILITIES

- **Leverage Pin**
- **Outside Dives**
- **Springboard Dives**

BREAKDOWN

Kofi Kingston is a fast and agile Superstar, but he's somewhat lacking in the power department. His Grapple, Strikes, and Submission ratings are all 75, which isn't terrible, but it's nowhere near those of some of the powerhouse Superstars. However, to compensate, his Speed rating is 85, and his Durability, Technical, and Charisma ratings are all 80.

Use Kingston's speed to move in and out of an opponent's attack range. Because of his high Technical rating, if you happen to get caught by an attack, it'll be fairly easy to reverse. Both of his Finishers can be performed while facing the opponent, which makes them easy to land, but you'll have to work a little bit to connect his Boom Drop Signature Move. It requires that the opponent be grounded, which can be difficult against a skilled opponent, given Kingston's lack of power.

Kingston's abilities complement his agile style, but they aren't very useful against players who are good at reversals. Outside Dives and Springboard Dives are easily reversed in most cases, and Leverage Pin only works after a reversal when the opponent is already heavily damaged. Still, once an opponent is done for, it's an easy way to close out the match.

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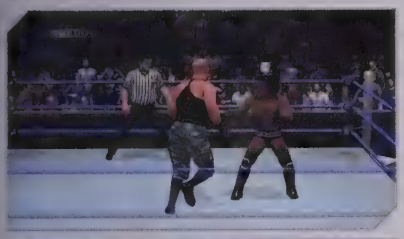
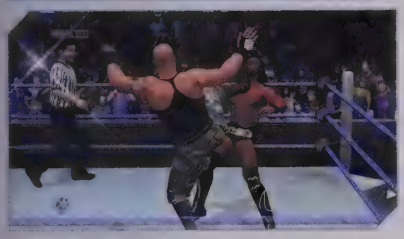
LUKE GALLOWS™

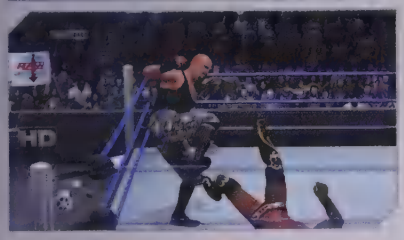
SIGNATURE MOVES

Bicycle Kick
Situation: Run toward opponent or face rebounding opponent



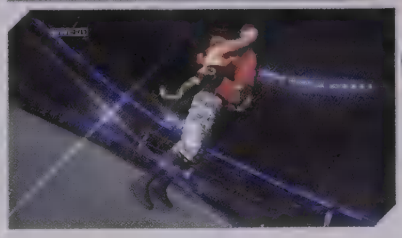


Big Boot 4 (Category 2)
Situation: Run toward opponent



FINISHERS

12 Step
Situation: Face opponent

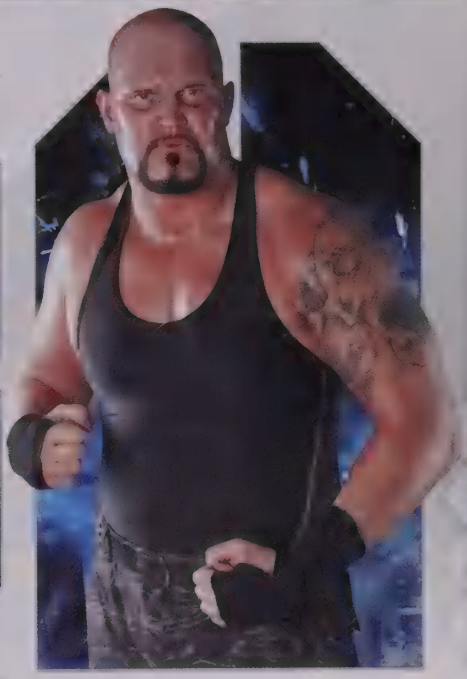


ATTRIBUTES

Grapple: 75
Strikes: 80
Submission: 60
Durability: 70
Technical: 65
Speed: 75
Charisma: 60
Overall: 77

ABILITIES

- **Hammer Throw**
- **Ring Escape**



BIO

Height: 6'8"
Weight: 302 pounds
Weight Class: Heavyweight

BREAKDOWN

Luke Gallows has a tough time against most of the other WWE Superstars in the game. His highest attribute is Strikes at 80, but everything else falls somewhere between 60 and 75. Grapple isn't too bad at a rating of 75, which means you need to rely heavily on strikes and grapples to inflict as much damage as possible. Because his Submission rating is 60, you should only use submission holds if you absolutely need the added variety of attacks.

Gallows's Speed isn't terrible, with a rating of 75. He won't be running circles around many of the other Superstars, but only the fastest of the bunch will be able to constantly run away. If you get into trouble, try to avoid using the Ring Escape ability near the ropes. You lose a fair amount of momentum when you do, and with a Charisma rating of 60, you can't rely on taunts to make up for the lost momentum.

Unfortunately, Gallows's Technical rating is only 65, which means that reversals won't come easy. His Durability rating is only slightly higher at 70, so you'll have to be careful if you're getting pummeled. Luckily, both of his Signature Moves and his Finisher are relatively easy to land, so if you can build momentum, the damage adds up quickly.

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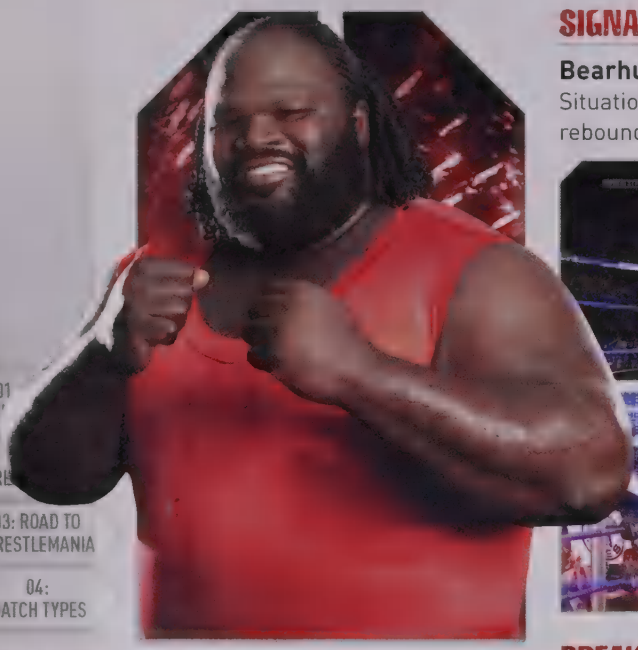
MARK HENRY®

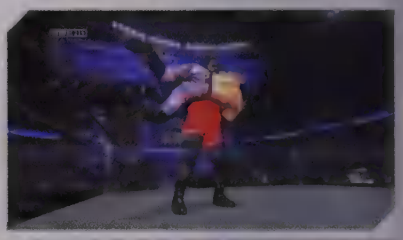


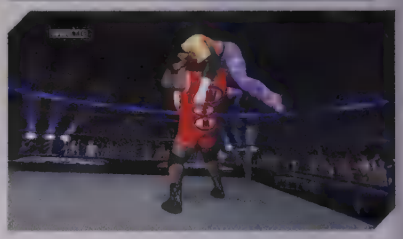
SIGNATURE MOVES

Bearhug
Situation: Face opponent or face rebounding opponent

FINISHERS

World's Strongest Slam 1
Situation: Face opponent or face rebounding opponent





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BIO

Height: 6'1"
Weight: 392 pounds
Weight Class: Super Heavyweight
From: Silsbee, TX
Career Highlights: ECW Champion, European Champion

ATTRIBUTES

Grapple: 90
Strikes: 80
Submission: 70
Durability: 70
Technical: 60
Speed: 45
Charisma: 70
Overall: 77

ABILITIES

- Hammer Throw

BREAKDOWN

The "strongest man in the world" has to rely on brute force to get the job done against most of the other Superstars. His standout attributes are Grapple at 90 and Strikes at 80. Focus primarily on grapples to inflict the most damage, but mix in strikes to keep your opponent on their toes. Try to avoid submission holds because Henry only has a moderate Submission rating of 70.

What really holds Mark Henry back is his Speed rating of 45. Almost every other Superstar in the game can run circles around Henry, and that makes it difficult to pin them down. Try to trap opponents near the turnbuckles, then unleash Henry's raw offensive power while they can't escape.

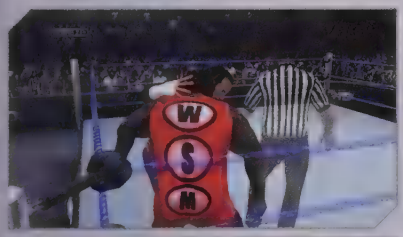
Mark Henry has a fairly decent Durability rating at 70, but if you get into trouble, you won't be able to rely on reversals to save the day. Henry's Technical rating is a lowly 60, which makes it somewhat difficult to effectively reverse, especially if the difficulty is set to Legend.

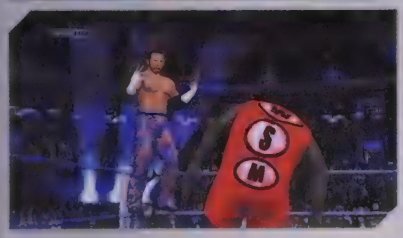
MATT HARDY®

SIGNATURE MOVES

Side Effect
Situation: Face opponent or face rebounding opponent

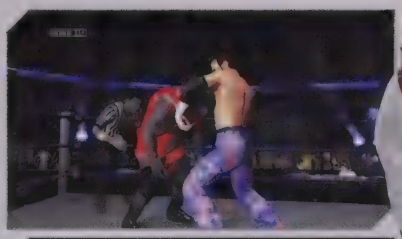
Diving Elbow
Situation: Opponent on turnbuckle

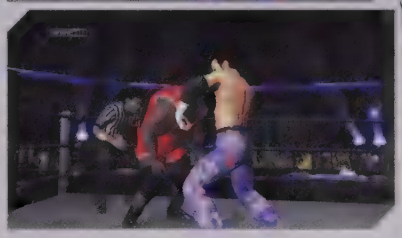




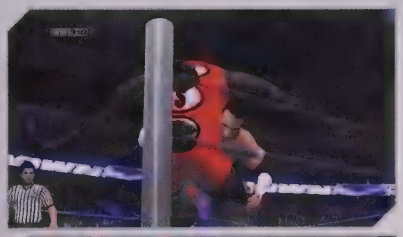
FINISHERS

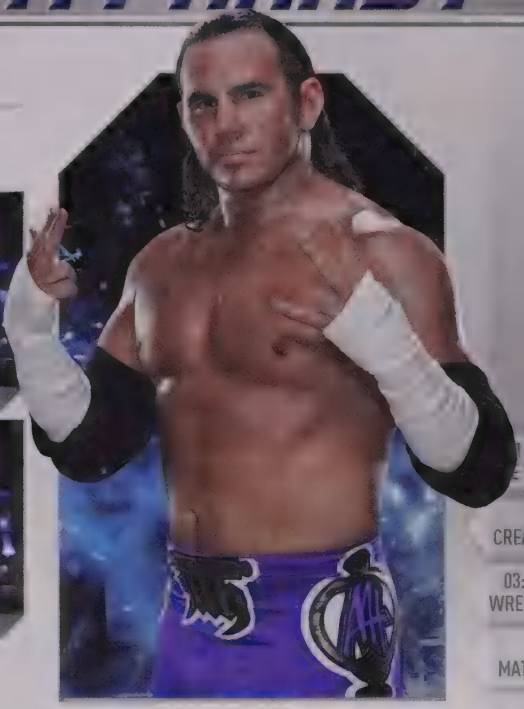
Twist of Fate 1
Situation: Face opponent





Twist of Fate 2
Situation: Face opponent in the corner





BIO

Height: 6'2"

Weight: 236 pounds

Weight Class: Light Heavyweight

From: Cameron, NC

Career Highlights: ECW Champion, United States Champion, World Tag Team Champion, European Champion, Hardcore Champion, Cruiserweight Champion, WCW Tag Team Champion

ATTRIBUTES

Grapple: 75

Strikes: 70

Submission: 75

Durability: 70

Technical: 75

Speed: 75

Charisma: 80

Overall: 82

ABILITIES

- **Hammer Throw**
- **Leverage Pin**
- **Outside Dives**

BREAKDOWN

Matt Hardy is fairly average in almost every way. Most of his attributes are either 70 or 75, with Charisma being his highest attribute at 80. There isn't much difference between his grapples, strikes, and submission holds, so alternate between them freely. His Speed rating is 75, so while you won't be running down every opponent, few will be able to escape your grasp.

Matt Hardy has Outside Dives as an ability, but because it's easy to reverse, use it sparingly. Leverage Pin works well in conjunction with Hardy's moderately high Technical (75) rating. Once you've worn down an opponent this should make it easier to finish the job.

Against the heavy hitters, you must try to stay out of close-range brawls. Hardy's Durability rating is only 70, which isn't terrible, but he can't withstand the hard-hitting attacks of the powerhouse Superstars.

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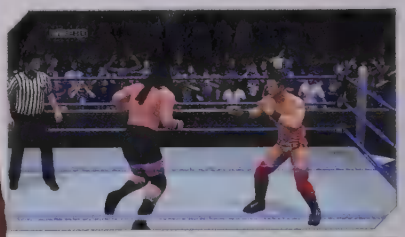
MIKE KNOX™

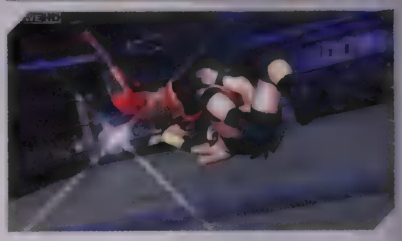
SIGNATURE MOVES

Bicycle Kick
Situation: Run toward opponent or face rebounding opponent



FINISHERS

Knox Out
Situation: Face opponent or run toward opponent



BIO

Height: 6'5"

Weight Class: Heavyweight

ATTRIBUTES

Grapple: 85

Strikes: 80

Submission: 70

Durability: 70

Technical: 70

Speed: 80

Charisma: 55

Overall: 81

ABILITIES

- **Hammer Throw**

BREAKDOWN

Mike Knox may be a towering heavyweight, but he's actually one of the faster Superstars in the game. With a Speed rating of 80, he can outrun many Superstars and go head to head with even the fastest in WWE. He's also not lacking in power with a Grapple rating of 85, a Strikes rating of 80, and a Submission rating of 70.

Where Knox falls short is in his Charisma rating of 55. You can't rely on taunts to boost your momentum. Instead, you must unleash an onslaught of brutal grapples and strikes to wear your opponent down. Use Knox's speed to move out of your opponent's attack range if the momentum starts to shift away from you. While Knox's Durability is a respectable 70, he can't withstand a beating from the heavy hitters in WWE.

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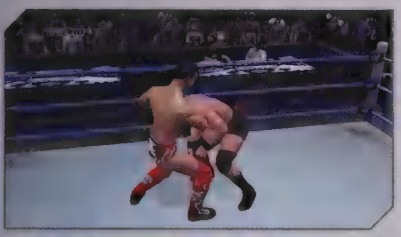
THE MIZ®

SIGNATURE MOVES

Mizard of Oz
Situation: Face opponent or face rebounding opponent



Reality Check 1
Situation: Opponent grounded (near upper body)

FINISHERS

Skull Crushing Finale
Situation: Behind opponent

ATTRIBUTES

Grapple: 75
Strikes: 70
Submission: 80
Durability: 80
Technical: 80
Speed: 85
Charisma: 90
Overall: 89

ABILITIES

- **Dirty Pin**
- **Hammer Throw**
- **Ring Escape**

BIO

Height: 6'1"
Weight: 231 pounds
Weight Class: Light Heavyweight
From: Cleveland, OH
Career Highlights: United States Champion, WWE Tag Team Champion, World Tag Team Champion, Unified Tag Team Champion

BREAKDOWN

The Miz has very solid attribute ratings. He may not be a powerhouse like some of the other Superstars in the game, but he can still hang with the best of them. His Durability and Technical ratings of 80 allow him to take a fair number of hits, while being able to reverse attacks more easily than most. He also has a high Speed rating of 85, so you can run down fleeing Superstars and stay away from the slow, heavy hitters.

With a Charisma rating of 90, use the Ring Escape ability if you get into trouble, then taunt a few times outside of the ring to replenish the lost momentum. This works out well with The Miz's wide variety of Signature Moves and Finishers, which can be performed in almost any situation.

When it's time to go on the offensive, use submission holds more than grapples and strikes to maximize your damage output. However, with a 75 Grapple rating and a 70 Strikes rating, do not ignore The Miz's less powerful offensive options.

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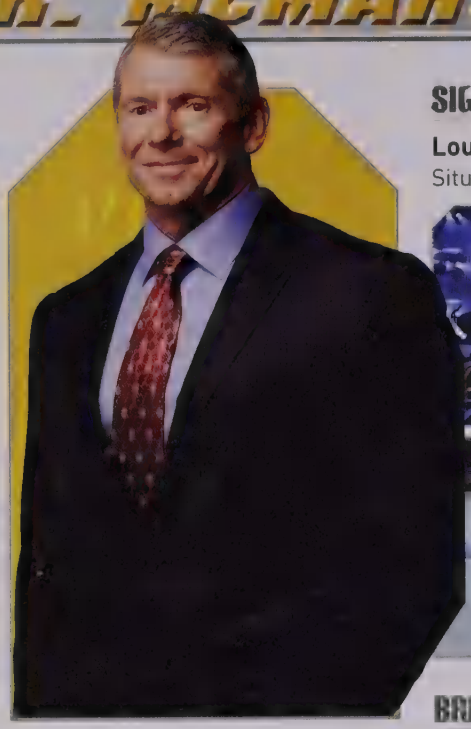
MR. McMAHON



SIGNATURE MOVES

Lou Thesz Press 2
Situation: Face rebounding opponent

FINISHERS

Mr. McMahon Stunner
Situation: Face opponent

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BIO

Height: 6'1"

Weight Class: Heavyweight

From: Greenwich, CT

Career Highlights: Chairman of WWE, WWE Champion, *Royal Rumble* winner (1999)

ATTRIBUTES

Grapple: 75

Strikes: 70

Submission: 70

Durability: 80

Technical: 70

Speed: 70

Charisma: 90

Overall: 83

ABILITIES

- Dirty Pin
- Hammer Throw
- Ring Escape

BREAKDOWN

Mr. McMahon is a fairly average Superstar in *WWE SmackDown vs. Raw 2011*. Most of his attributes are rated at 70, with Grapple at 75, Durability at 80, and Charisma at 90. This means that you won't be inflicting significant amounts of damage with his grapples, strikes, or submission holds, and you won't be running circles around most of the other WWE Superstars.

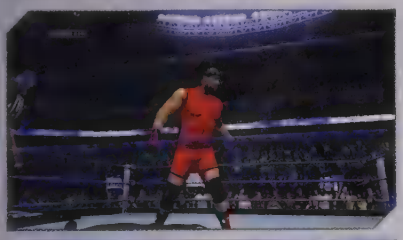
However, with a fairly high Durability rating, Mr. McMahon can take a beating and come back for more. A high Charisma rating allows him to use his Ring Escape ability when he's in trouble, then regain the lost momentum with a few taunts while outside of the ring.

You can't rely on any one aspect of Mr. McMahon's style to win matches, but if you use all of his strengths throughout a match, you can pull out wins over even the highest-rated Superstars.

MVP®

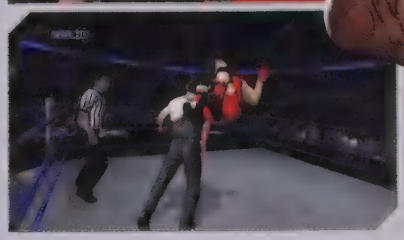
SIGNATURE MOVES

Ballin' Elbow
Situation: Opponent grounded (near upper body)



FINISHERS

Play of the Day
Situation: Face opponent or run toward opponent



Playmaker 2 (Category 2)
Situation: Face opponent

BIO

Height: 6'3"

Weight: 259 pounds

Weight Class: Heavyweight

From: Miami, FL

Career Highlights: United States Champion (longest-reigning in *SmackDown* history), WWE Tag Team Champion

ATTRIBUTES

Grapple: 75

Strikes: 75

Submission: 75

Durability: 75

Technical: 75

Speed: 80

Charisma: 80

Overall: 85

ABILITIES

- **Hammer Throw**
- **Outside Dives**

BREAKDOWN

MVP is about as average as WWE Superstars come. A majority of his attributes are rated at 75, with only Speed and Charisma at 80. This means that he's very well-rounded, but it also means you must use his entire arsenal of attacks instead of focusing on a few strong points.

Because MVP has a slightly higher Speed rating than most other WWE Superstars, you can stick and move to avoid an opponent's attack, then come back with a counterattack of your own. MVP's decent Technical and Durability ratings mean that he has a good chance of reversing an attack, but even if he misses the reversal, he can still take a few hits before he's down for the count.

MVP's Hammer Throw ability works well when you're not close to the ropes. It knocks an opponent to the ground, which sets up MVP's Ballin' Elbow Signature Move. Both of MVP's Finishers can be executed while facing the opponent, which makes them relatively easy to connect with, so once you get the momentum going, MVP is difficult to stop.

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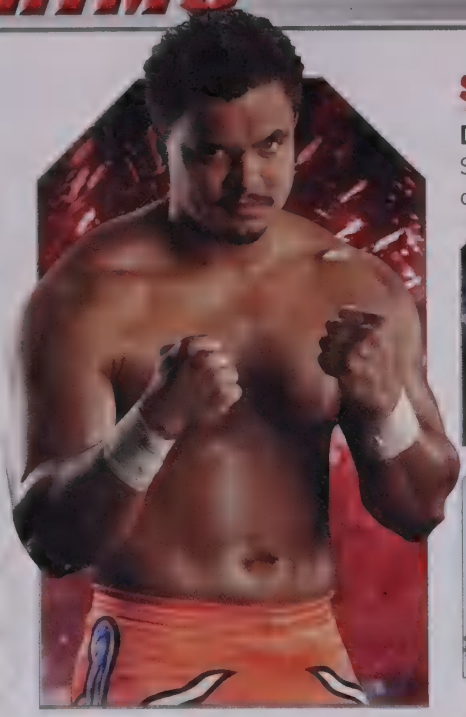
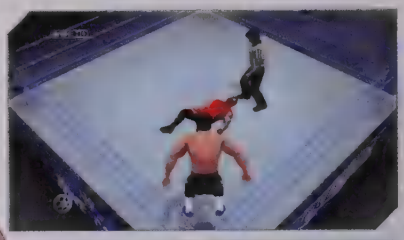
PRIMO™



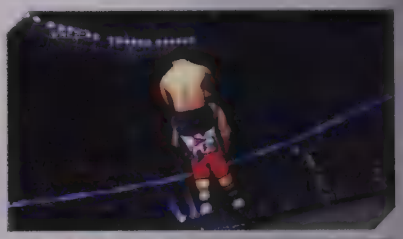
SIGNATURE MOVES

Diving Headbutt 5
Situation: Player on the top rope, opponent grounded



FINISHERS

Back Stabber
Situation: Behind opponent



BIO

Height: 5'10"
Weight: 218 pounds
Weight Class: Light Heavyweight
From: San Juan, Puerto Rico

ATTRIBUTES

Grapple: 70
Strikes: 70
Submission: 65
Durability: 70
Technical: 75
Speed: 85
Charisma: 70
Overall: 80

ABILITIES

- **Leverage Pin**
- **Outside Dives**
- **Springboard Dives**

BREAKDOWN

Winning with Primo is not an easy task. His highest-rated attributes are Speed at 85 and Technical at 75, but everything else is either 65 or 70. This means that you won't inflict much damage with any of Primo's attacks until you can get your momentum high enough to use a Finisher or Signature Move. Moreover, with a Charisma rating of 70, you won't be able to rely on taunts to help you reach that goal.

Primo's abilities don't help him out much either. Outside Dives and Springboard Dives are easily reversed by most skilled players, and Leverage Pin only comes into play toward the end of a match. You will also have a hard time connecting Primo's Diving Headbutt 4 Signature Move because it requires Primo to be on the top rope while the opponent remains grounded. This is not easy to set up unless the opponent is already heavily damaged.

On the bright side, Primo has the ability to quickly close out a match once the opponent is heavily damaged. The hard part is getting the opponent to that point, but with a good mix of basic attacks and Primo's better-than-average speed, you can get there with a little work.

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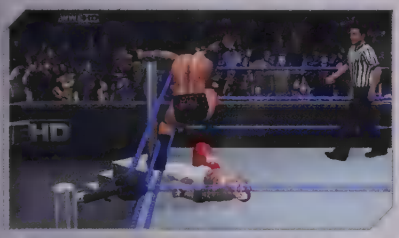
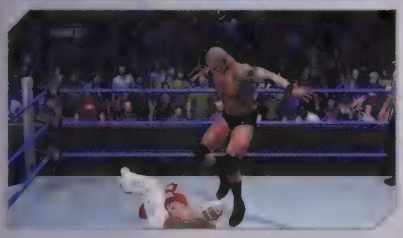
RANDY ORTON®

SIGNATURE MOVES

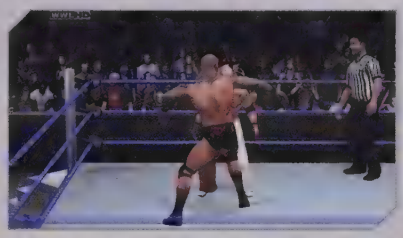
Randy Orton Stomp
Situation: Opponent grounded (near upper body)

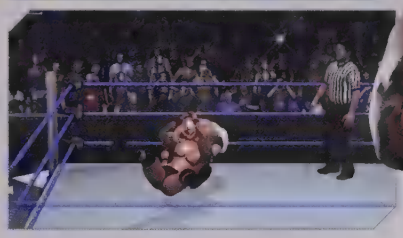




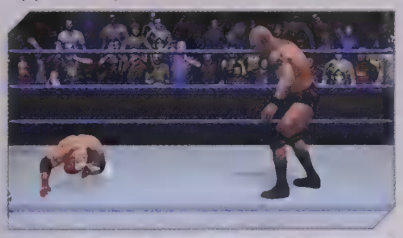
FINISHERS

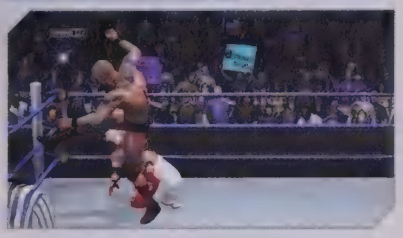
RKO 1
Situation: Face opponent or run toward opponent

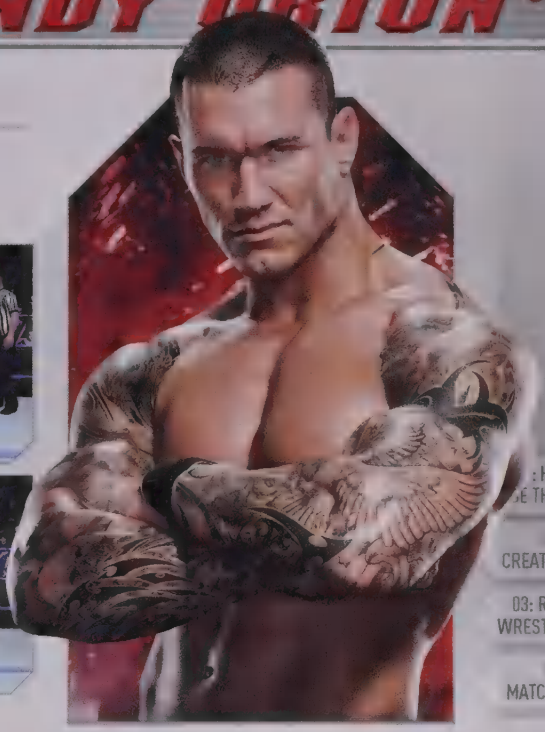




Punt Kick
Situation: Opponent grounded (near upper body)







ATTRIBUTES

Grapple: 80
Strikes: 80
Submission: 85
Durability: 90
Technical: 90
Speed: 85
Charisma: 90
Overall: 95

ABILITIES

- **Fired Up**
- **Hammer Throw**
- **Resiliency**

BIO

Height: 6'4"
Weight: 245 pounds
Weight Class: Heavyweight
From: St. Louis, MO
Career Highlights: WWE Champion, World Heavyweight Champion, Intercontinental Champion, World Tag Team Champion, 2009 *Royal Rumble* winner

BREAKDOWN

Randy Orton is one of the better WWE Superstars in the game. All of his attributes have a rating of 80 or higher, with several at 90. Almost any strategy you use with Orton is going to work to some degree. Orton's Grapple and Strikes ratings are both at 80, while his Submission rating is at 85. It doesn't matter how you choose to attack; if it connects it will inflict heavy damage.

Orton's Speed rating is 85, which means he's faster than most of the other WWE Superstars and can keep up with the few that are faster than he is. But speed isn't even a factor in the Randy Orton equation because he has Durability and Technical ratings of 90. Essentially, he can take more hits than most other Superstars, and it's far easier to perform a reversal with Orton than it is with almost anyone else in the game.

As if all of this were not enough, Orton's abilities are all beneficial. With a Charisma rating of 90, Orton can taunt to get his momentum up quickly, then use a Hammer Throw away from the ropes to knock an opponent to the ground, which sets up the Randy Orton Stomp Signature Move to max out his momentum. From there use Fired Up to get three attempts at either of his Finishers. All of this is topped off with Orton's Resiliency ability, which makes it that much harder to pin him in the unlikely event an opponent even makes it that far.

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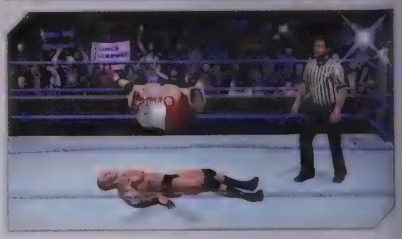
REY MYSTERIO®

SIGNATURE MOVES

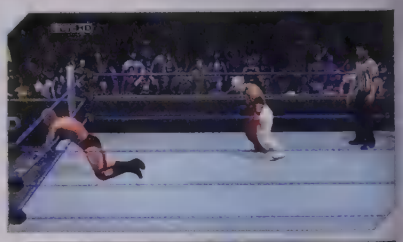
Hurricanrana 2 (Pin Combo)
Situation: Run toward opponent or face rebounding opponent

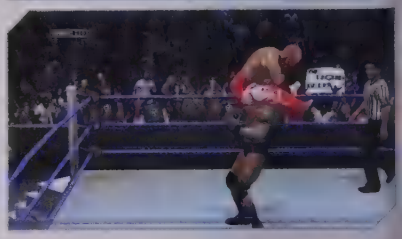
FINISHERS

The 619 Body Splash
Situation: Face opponent or run toward opponent



The 619 Senton (Category 2)
Situation: Face opponent or run toward opponent





BIO

Height: 5'6"
Weight: 175 pounds
Weight Class: Light Heavyweight
From: San Diego, CA
Career Highlights: World Heavyweight Champion, Intercontinental Champion, *Royal Rumble* winner (2006), Cruiserweight Champion, WWE Tag Team Champion, WCW Tag Team Champion, WCW Cruiserweight Tag Team Champion

ATTRIBUTES

Grapple: 70
Strikes: 70
Submission: 80
Durability: 75
Technical: 95
Speed: 85
Charisma: 80
Overall: 88

ABILITIES

- **Leverage Pin**
- **Outside Dives**
- **Resiliency**
- **Springboard Dives**

BREAKDOWN

Rey Mysterio is one of the most technical WWE Superstars in the game. He does not have a lot of power, but he more than makes up for it with his speed and technical prowess. Submission holds are where most of Mysterio's damage is going to come from. He has a Submission rating of 80, while his Grapple and Strikes ratings are only 70. Mix in a few grapples and strikes, but focus on submission holds until your momentum is high enough to use Finishers and Signature Moves.

Mysterio is one of the faster Superstars, with a Speed rating of 85, so he can get out of a sticky situation if need be. This is especially important because his Durability rating is only 75. However, don't be afraid to get in close to the powerhouse Superstars because Mysterio has the Resiliency ability and a Technical rating of 95, making reversals easier to perform when compared to virtually every other Superstar.

With such a high Technical rating, you should be looking for reversals as much as possible, especially when an opponent is heavily damaged. With the Leverage Pin ability, you can end a match quickly with one reversal.

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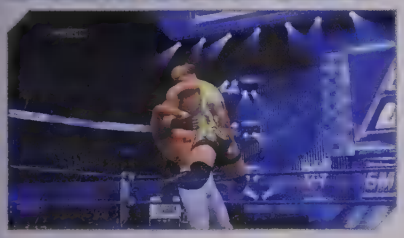
RICKY STEAMBOAT™

SIGNATURE MOVES

Double Chicken Wing
Situation: Behind opponent



Running Cross Body
Situation: Run toward opponent or face rebounding opponent

FINISHERS

Diving Cross Body 1
Situation: Player on the top rope, opponent standing

ATTRIBUTES

Grapple: 80
Strikes: 80
Submission: 80
Durability: 80
Technical: 90
Speed: 85
Charisma: 85
Overall: 92

ABILITIES

- Kip-Up
- Leverage Pin
- Outside Dives
- Resiliency

BIO

Height: 5'10"
Weight: 235 pounds
Weight Class: Heavyweight
From: Honolulu, HI
Career Highlights: NWA Champion, Intercontinental Champion, WCW United States Champion, WCW World Tag Team Champion

BREAKDOWN

As is the trend with many of the other Legends in *WWE SmackDown vs. Raw 2011*, Ricky Steamboat has high all-around ratings for his attributes and can hold his own against almost every other Superstar in the game. Every attribute is 80 or above, with Technical hitting 90. You can create an offense to your liking without having to worry about damage output because the ratings for Grapple, Strikes, and Submission are all 80.

Steamboat's high Technical rating goes well with his Leverage Pin ability toward the end of a match. Reversals are relatively easy to perform with Steamboat, and if you land a reversal on a heavily damaged opponent, it may be enough to end the match in your favor.

The Resiliency ability coupled with a high Durability rating also makes it difficult to take down Steamboat. If that isn't enough, the Kip-Up ability allows him to avoid most grounded attacks when he's in trouble. There are very few weak points when it comes to Steamboat; just avoid using Outside Dives against a skilled opponent because they're easy to reverse.

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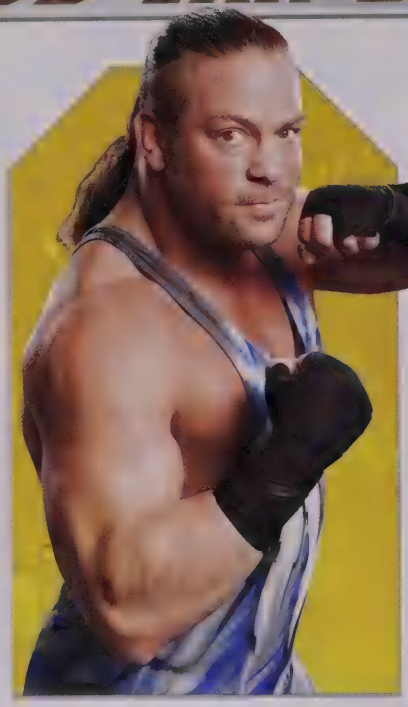
ROB VAN DAM™

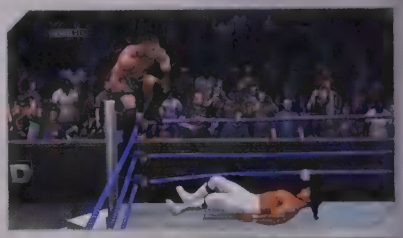


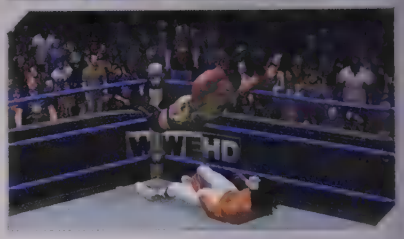
SIGNATURE MOVES

Rolling Thunder
Situation: Opponent grounded (near side)

FINISHERS

Five Star Frog Splash
Situation: Player on the top rope, opponent grounded





BIO

Height: 5'10"

Weight Class: Light Heavyweight

Career Highlights: WWE Champion, ECW Champion, Intercontinental Champion, World Tag Team Champion, ECW Television Champion, ECW Tag Team Champion, Hardcore Champion

ATTRIBUTES

Grapple: 75
Strikes: 80
Submission: 85
Durability: 80
Technical: 85
Speed: 85
Charisma: 95
Overall: 93

ABILITIES

- **Hammer Throw**
- **Outside Dives**
- **Resiliency**
- **Springboard Dives**

BREAKDOWN

Rob Van Dam has a lot going for him. His Grapple rating is a little low at 75, while his Charisma rating is higher than most at 95. All this means is that you should focus on strikes and submission holds for damage and use taunts when you can to gain momentum.

RVD has decent Durability with a rating of 80, but he also has the Resiliency ability to help him last longer in tough matches. He's one of the faster Superstars in the game, with a rating of 85, and reversals are a little easier thanks to a Technical rating also of 85.

Use the Hammer Throw away from the ropes to set up RVD's Rolling Thunder Signature Move, and if the opponent is damaged enough, hit the top rope to transition right into the Five Star Frog Splash Finisher.

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THE ROCK

SIGNATURE MOVES

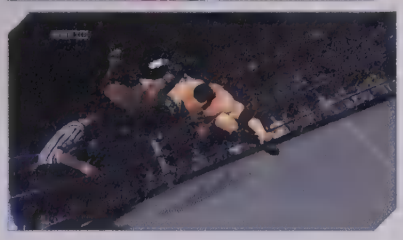
Sharpshooter (Submission)
Situation: Opponent grounded (near lower body)

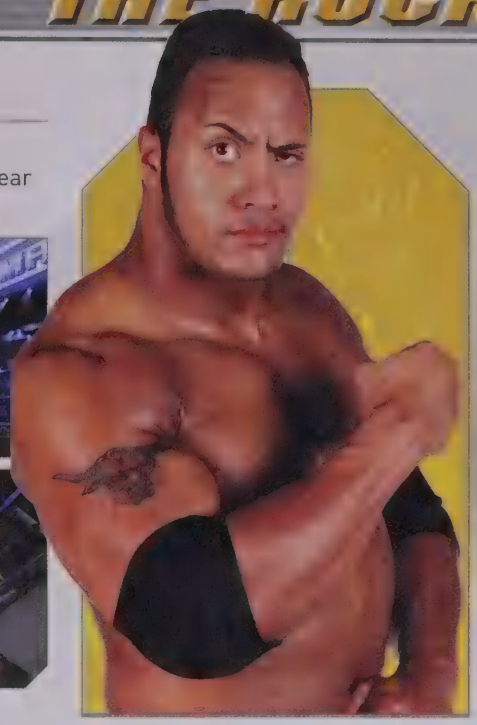
Spinebuster 8
Situation: Face rebounding opponent

FINISHERS

People's Elbow
Situation: Opponent grounded (near upper body)

Rock Bottom 1
Situation: Face opponent





BIO

Height: 6'5"

Weight: 260 pounds

Weight Class: Heavyweight

From: Miami, FL

Career Highlights: WWE Champion, Intercontinental Champion, World Tag Team Champion, *Royal Rumble* winner (2000), WCW Champion

ATTRIBUTES

Grapple: 80

Strikes: 80

Submission: 85

Durability: 90

Technical: 90

Speed: 85

Charisma: 100

Overall: 97

ABILITIES

- **Fired Up**
- **Hammer Throw**
- **Kip-Up**
- **Move Thief**
- **Resiliency**

BREAKDOWN

To put it simply, The Rock has no weaknesses. All of his attributes are at least 80, with a few at 90 or above. He has the highest Charisma rating in the game at 100, and a plethora of abilities that are almost all extremely useful. The only way to defeat a skilled player using The Rock is to hope they make a mistake, because The Rock has no shortcomings.

With the Charisma rating of 100, you should be taunting as much as possible to boost your momentum at every chance. The Rock's Finishers and Signature Moves can be used in almost any situation, but his grapples, strikes, and submission holds all inflict significant damage as well. To top it off, as soon as you reach maximum momentum, use the Fired Up ability to gain access to three consecutive Finishers.

On the defensive end, The Rock has an extremely high Durability rating of 90, coupled with the Resiliency ability, which makes him very difficult to topple. If an opponent does get The Rock to the ground and damaged, Kip-Up helps him avoid almost all grounded attacks. Not to mention The Rock has a Technical rating of 90, making reversals fairly easy to perform.

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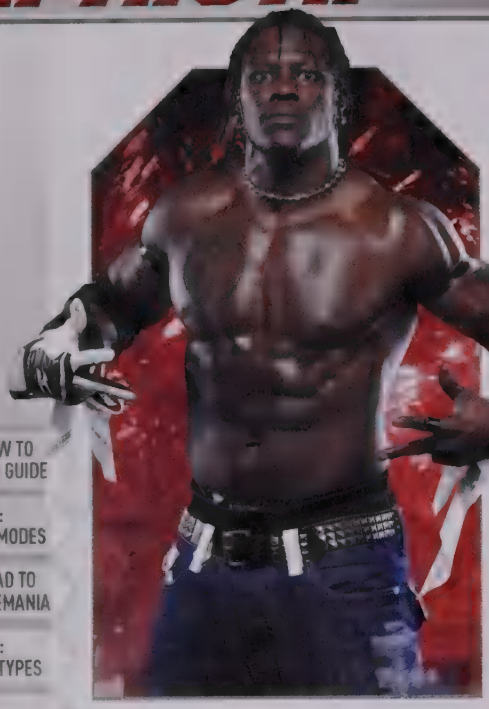
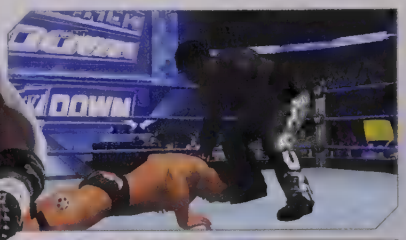
R-TRUTH®



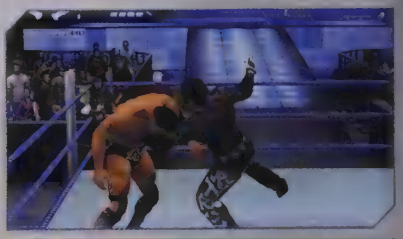
SIGNATURE MOVES

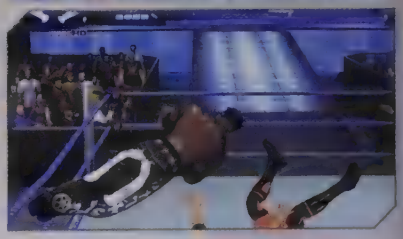
Corkscrew Axekick
Situation: Opponent grounded (near upper body)



FINISHERS

Lie Detector
Situation: Run toward opponent





BIO

Height: 6'2"
Weight: 228 pounds
Weight Class: Light Heavyweight
From: Charlotte, NC
Career Highlights: United States Champion

ATTRIBUTES

Grapple: 75
Strikes: 75
Submission: 70
Durability: 75
Technical: 80
Speed: 85
Charisma: 85
Overall: 86

ABILITIES

- **Durability**
- **Hammer Throw**
- **Leverage Pin**
- **Outside Dives**

BREAKDOWN

R-Truth is not overly powerful like some of the WWE Superstars. He doesn't have ridiculously exceptional attribute ratings to rely on. Instead, he has what he needs to win and nothing more. R-Truth only has average damage output, with his Grapple and Strikes ratings at 75 and his Submission rating at 70. However, if you stick to your guns and attack whenever you can, his defense will do the rest of the work.

On the defensive end, R-Truth has a Durability rating of 75 and the Durability ability when he's heavily damaged. Add these to a Technical rating of 80 and the Leverage Pin ability, put it all together, and you have quite a defensive Superstar. Given R-Truth's average offensive abilities, you'll need his defense to pull through most matches.

As a slight bonus, R-Truth has a high Charisma rating of 85, so use taunts to increase momentum when you can. When you have enough momentum to use a Signature Move, use the Hammer Throw away from the ropes to knock the opponent down, then go for the Corkscrew Axekick Signature Move. Follow it up with a Lie Detector Finisher for even more damage.

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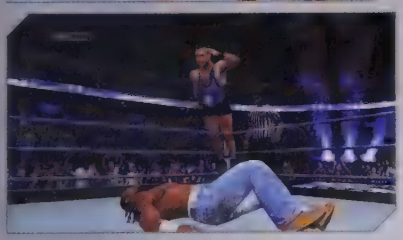
SANTINO MARELLA®

SIGNATURE MOVES

Chop Combination
Situation: Face opponent

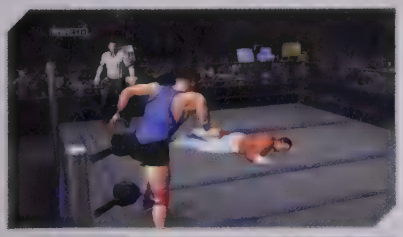
Headbutt 5
Situation: Opponent grounded (near side)



FINISHERS

Santino Cobra
Situation: Face opponent

Diving Headbutt 2
Situation: Face opponent in the corner



BIO

Height: 5'10"
Weight: 227 pounds
Weight Class: Light Heavyweight
From: Calabria, Italy
Career Highlights: Intercontinental Champion

ATTRIBUTES

Grapple: 60
Strikes: 70
Submission: 60
Durability: 50
Technical: 60
Speed: 80
Charisma: 95
Overall: 75

ABILITIES

- **Leverage Pin**
- **Move Thief**

BREAKDOWN

Santino Marella has his work cut out for him against a vast majority of the Superstars in the game. His only good attributes are Speed at 80 and Charisma at 95. His damage output is less than stellar, with Grapple and Submission at 60 and Strikes at 70. Focus on strikes when you can, but with Marella's low damage, get in any hit you can when you see an opening.

It is imperative that you use Marella's speed to get away from your opponent whenever possible. He has a very low Durability rating at 50, and his Technical rating is only 60. Santino can't take many hits, and he has a hard time reversing attacks.

Marella's abilities don't help him out that much, either. Leverage Pin is usually very good toward the end of a match, but with Marella's low Technical rating, it will not be easy landing reversals, especially if you've taken some damage or the difficulty setting is on Legend.

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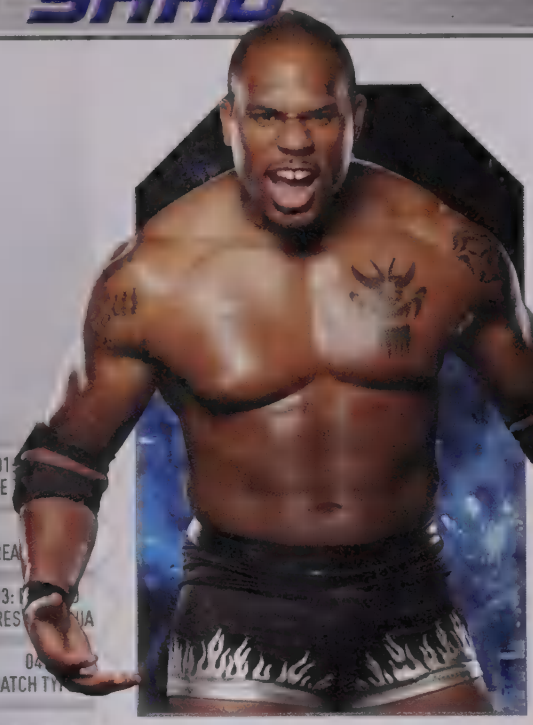
SHAD™



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BIO

Height: 6'7"
Weight: 295 pounds
Weight Class: Heavyweight
From: Brooklyn, NY

ATTRIBUTES

Grapple: 75
Strikes: 75
Submission: 70
Durability: 70
Technical: 70
Speed: 75
Charisma: 70
Overall: 80

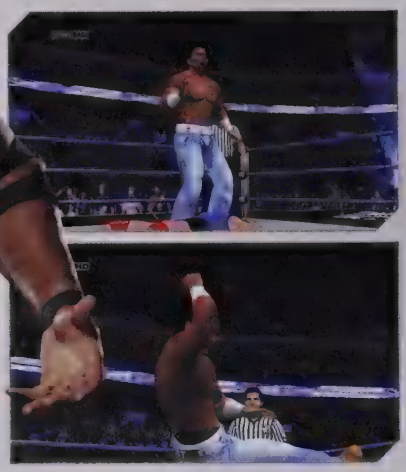
ABILITIES

- **Hammer Throw**

SIGNATURE MOVES

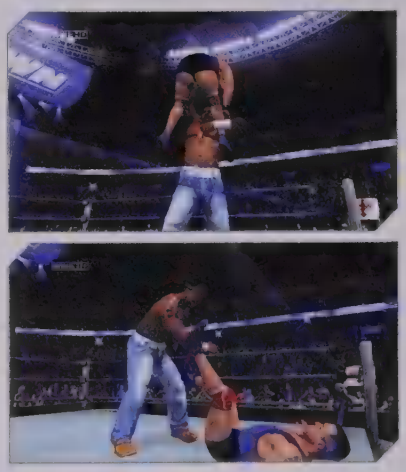
Appealing Elbow Drop

Situation: Opponent grounded (near upper body)



One-Handed Spinebuster 2

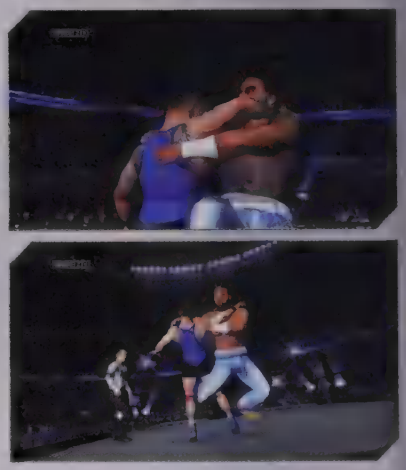
Situation: Face opponent or face rebounding opponent



FINISHERS

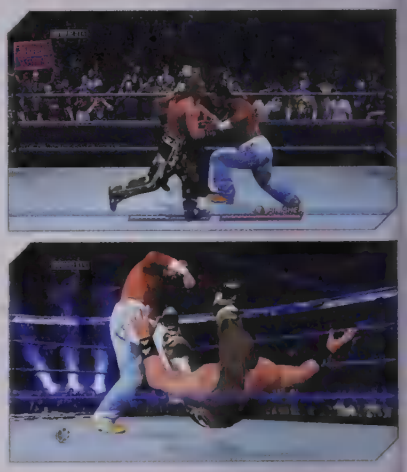
Thugnificent

Situation: Face opponent or run toward opponent



Big Boot 3 (Category 2)

Situation: Run toward opponent or face rebounding opponent



BREAKDOWN

Shad has fairly even attribute ratings, but none of them are all that high. This means that he has an uphill battle against many of the Superstars in the game, but in the right hands, he's still a formidable opponent. It doesn't matter where you focus when it comes to Shad's offensive abilities. Grapples, strikes, and submission holds all inflict about the same amount of damage. Mix them up and use them whenever an opening is available.

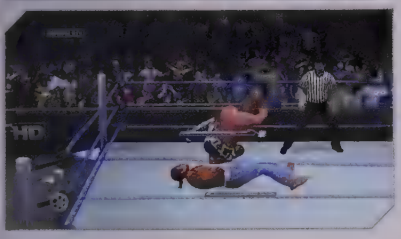
Shad's Durability rating is only 70, along with his Technical rating, so you can't hang in a close-range brawl against the heavy hitters, nor can you rely on reversals to save the day. Unfortunately, Shad's Speed rating is only 75, so you won't be able to quickly escape if things get rough, especially against the faster, more agile Superstars.

You must stand your ground and use superior skills to win with Shad, because he's outmatched from almost every perspective compared to a large majority of the Superstars in the game.

SHAWN MICHAELS®

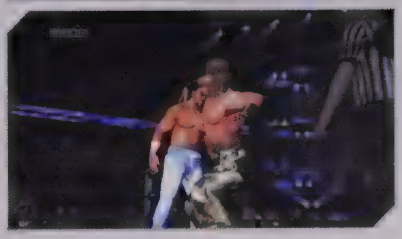
SIGNATURE MOVES

Diving Elbow Drop 4
Situation: Player on the top rope, opponent grounded

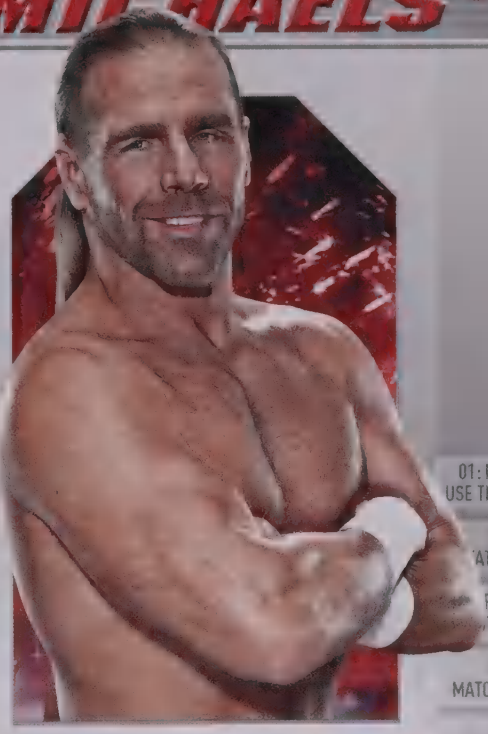


FINISHERS

Sweet Chin Music 1
Situation: Opponent grounded (near upper body)



Super Kick
Situation: Face opponent



ATTRIBUTES

Grapple: 75
Strikes: 75
Submission: 90
Durability: 80
Technical: 100
Speed: 80
Charisma: 100
Overall: 95

ABILITIES

- **Hammer Throw**
- **Kip-Up**
- **Leverage Pin**
- **Resiliency**
- **Outside Dives**

BIO

Height: 6'1"
Weight: 225 pounds
Weight Class: Light Heavyweight
From: San Antonio, TX
Career Highlights: WWE Champion, World Heavyweight Champion, *Royal Rumble* winner (1995 & 1996), Intercontinental Champion, World Tag Team Champion, Unified WWE Tag Team Champion, European Champion

BREAKDOWN

Shawn Michaels isn't the most dominant Superstar in terms of sheer attribute ratings, but he has a lot going for him. Offensively, focus on submission holds more than grapples and strikes. Michaels's Submission rating is one of the highest in the game at 90, and is considerably higher than the 75 rating he has for Grapple and Strikes.

On the defensive end, Michaels is a fortress. His Durability rating is 80, which means he can take quite a few hits before being heavily damaged. He also has the Kip-Up ability to avoid grounded attacks and the Resiliency ability, which makes it even more difficult to pin him. More importantly, his Technical rating is the highest in the game at 100. This means that Michaels is the easiest Superstar to perform reversals with. Couple this fact with Michaels's Leverage Pin ability and that's a winning combination near the end of a match.

As if all of this weren't enough, Michaels also has a Charisma rating of 100. Use taunts whenever you can to boost your momentum, then use a Hammer Throw away from the ropes to slam the opponent to the ground and set up Michaels for his Signature Move.

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SHEAMUS™

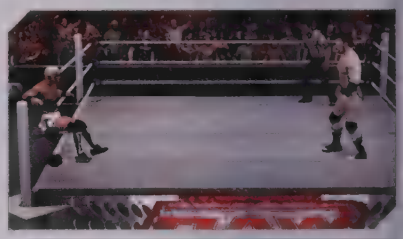
SIGNATURE MOVES

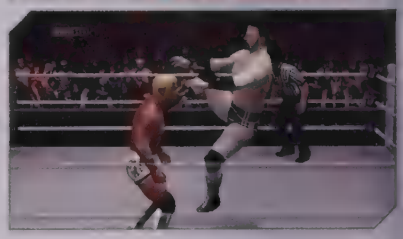
One-Handed Backbreaker 1
Situation: Face opponent

FINISHERS

Pale Justice
Situation: Face opponent

Bicycle Kick
Situation: Run toward opponent or face rebounding opponent





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BIO

Height: 6'6"
Weight: 272 pounds
Weight Class: Heavyweight
From: Dublin, Ireland
Career Highlights: WWE Champion

ATTRIBUTES

Grapple: 90
Strikes: 90
Submission: 80
Durability: 90
Technical: 80
Speed: 80
Charisma: 70
Overall: 92

ABILITIES

- **Fired Up**
- **Hammer Throw**
- **Resiliency**

BREAKDOWN

Sheamus is a newcomer to the *SmackDown vs. Raw* series, but he has the attribute ratings of a seasoned veteran. He's an offensive powerhouse with Grapple and Strikes ratings of 90 and a Submission rating of 80. Focus on grapples and strikes more than submission holds, but no matter which attacks you choose to use, Sheamus will be dishing out the damage in large quantities.

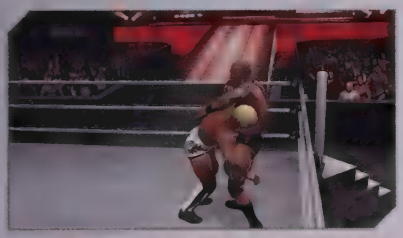
Defensively, Sheamus has a Durability rating of 90 and the Resiliency ability to help him outlast his opponents. Sheamus also has a Technical rating of 80, which makes reversals relatively easy to perform. A Speed rating of 80 also helps him keep away from slow, powerful Superstars, while going head to head with the faster, more agile ones.

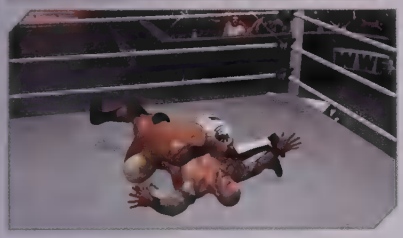
The Hammer Throw ability isn't really needed with Sheamus, but use Fired Up to gain access to three consecutive Finishers and close out the match.

SHELTON BENJAMIN®

SIGNATURE MOVES

Powerslam 3 (Pin)
Situation: Face opponent or face rebounding opponent





Super Kick (Category 2)
Situation: Face opponent

FINISHERS

Play of the Day
Situation: Face opponent or run toward opponent

ATTRIBUTES

Grapple: 80
Strikes: 70
Submission: 75
Durability: 70
Technical: 90
Speed: 85
Charisma: 70
Overall: 86

ABILITIES

- **Hammer Throw**
- **Outside Dives**
- **Springboard Dives**

BIO

Height: 6'2"
Weight: 248 pounds
Weight Class: Heavyweight
From: Orangeburg, SC
Career Highlights: United States Champion, Intercontinental Champion, WWE Tag Team Champion

BREAKDOWN

Shelton Benjamin is not overpowered by any means, but he still has quite a bit going for him. His best attribute rating is Technical at 90. This makes it fairly easy to reverse attacks and should make your opponent hesitant to attack. Benjamin is also one of the faster WWE Superstars, with a Speed rating of 85. Because his Durability rating is only 70, use his speed to get away from powerful, aggressive opponents.

Unfortunately, Benjamin's abilities do not give him much help in the battle against other WWE Superstars. Both Outside Dives and Springboard Dives are easily reversed by skilled opponents, and Hammer Throw doesn't set up any of Benjamin's Finishers or Signature Moves. You must use a fairly straightforward strategy when using Benjamin because he doesn't excel at anything other than reversals. Attack opponents when you can, then move away and make them come to you.

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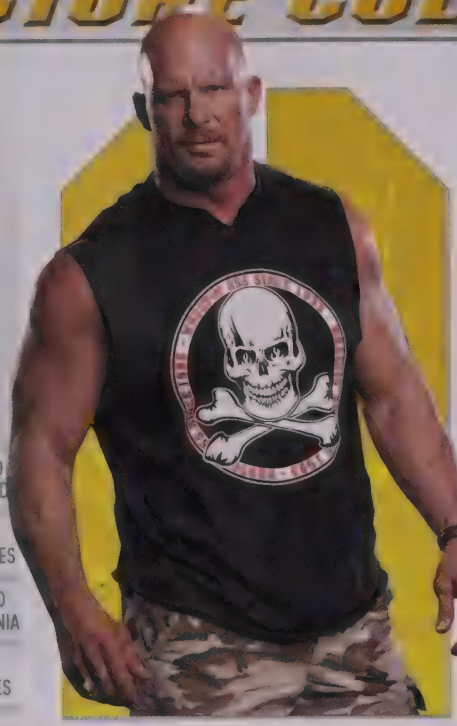
STONE COLD STEVE AUSTIN



BIO

Height: 6'2"

Weight: 252 pounds

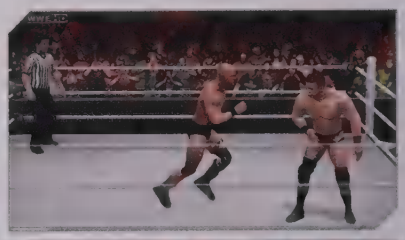
Weight Class: Heavyweight

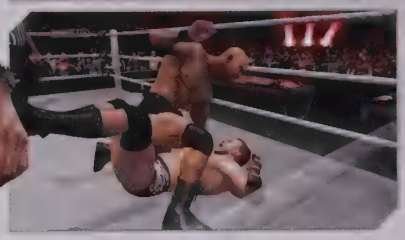
From: Victoria, TX

Career Highlights: WWE Champion, Intercontinental Champion, World Tag Team Champion, King of the Ring (1996), *Royal Rumble* winner (1997, 1998, 2001), United States Champion, WCW Tag Team Champion

SIGNATURE MOVES

Lou Thesz Press 1
Situation: Run toward opponent or face rebounding opponent





ATTRIBUTES

Grapple: 80
Strikes: 90
Submission: 80
Durability: 90
Technical: 90
Speed: 80
Charisma: 95
Overall: 96

ABILITIES

- **Fired Up**
- **Hammer Throw**
- **Kip-Up**
- **Resiliency**

FINISHERS

Stone Cold Stunner 1
Situation: Face opponent

Stone Cold Stunner 2 (Category 2)
Situation: Face opponent

BREAKDOWN

Stone Cold Steve Austin is a Legend and his attribute ratings certainly back that claim up. He inflicts significant damage no matter how you choose to attack, with ratings of 80 or 90 in Grapple, Strikes, and Submission. He's faster than a good portion of the roster with a Speed rating of 80, and he has a 95 rating for Charisma to go along with the Fired Up ability.

As if his offensive abilities weren't impressive enough, Stone Cold also has a Durability rating of 90, which goes well with the Resiliency and Kip-Up abilities. Not only will your opponent's attacks inflict less damage against Stone Cold, but he can escape grounded attacks and it's harder to pin him.

Rounding out the Legend is a Technical rating of 90, which makes performing reversals relatively easy compared to almost every other Superstar in the game. There are very few WWE Superstars who can match up well against Stone Cold Austin.

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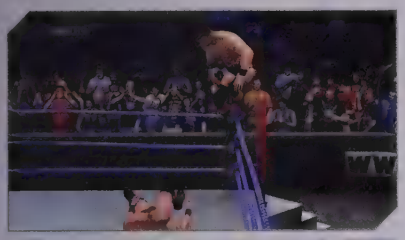
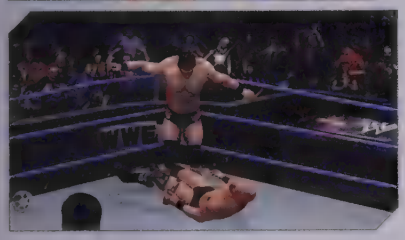
TED DIBIASE®

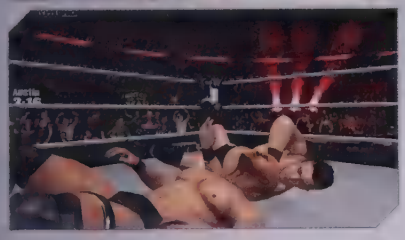
SIGNATURE MOVES

Diving Foot Stomp 2
Situation: Player on the top rope, opponent grounded



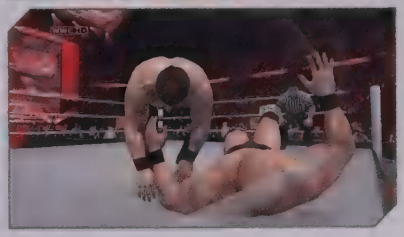


Fist Drop 1
Situation: Opponent grounded (near upper body)



FINISHERS

Dream Street
Situation: Behind opponent

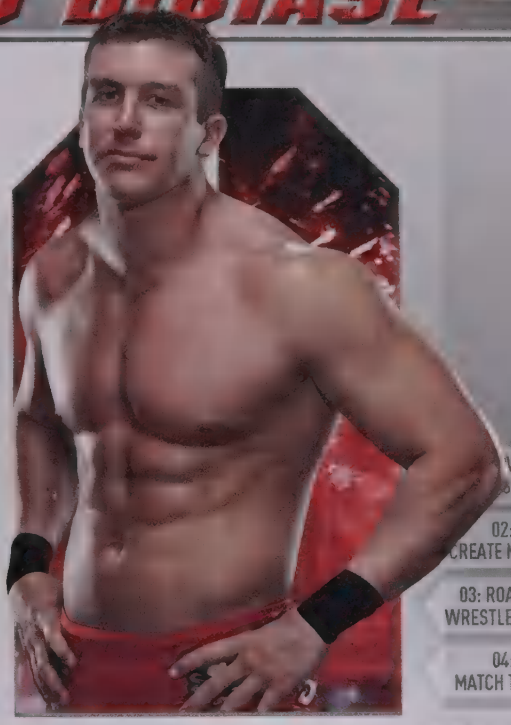


ATTRIBUTES

Grapple: 75
Strikes: 75
Submission: 70
Durability: 70
Technical: 70
Speed: 80
Charisma: 70
Overall: 81

ABILITIES

- **Hammer Throw**
- **Ring Escape**



BIO

Height: 6'3"
Weight: 235 pounds
Weight Class: Light Heavyweight
From: West Palm Beach, FL
Career Highlights: World Tag Team Champion

BREAKDOWN

Ted DiBiase is about as average as they come in *WWE SmackDown vs. Raw 2011*. The majority of his attribute ratings are 70, with only two at 75 and one at 80. His damage output is average, with Grapple and Strikes at 75 and Submission at 70. Attack however you like, because the difference in damage between the three is negligible.

Defensively, DiBiase's Technical rating is only 70, which means that reversals will not come easily, especially on higher difficulty settings or after you've taken some damage. And while he has the Ring Escape ability to get out of tough situations near the ropes, his Charisma rating is only 70, so you won't be able to use taunts to make up for much of the lost momentum.

DiBiase's Hammer Throw ability comes in handy to knock an opponent to the ground, away from the ropes, then climb the turnbuckle and perform the Diving Foot Stomp 2 Signature Move. However, beyond this, it's an uphill battle for DiBiase against most of the other Superstars in the game.

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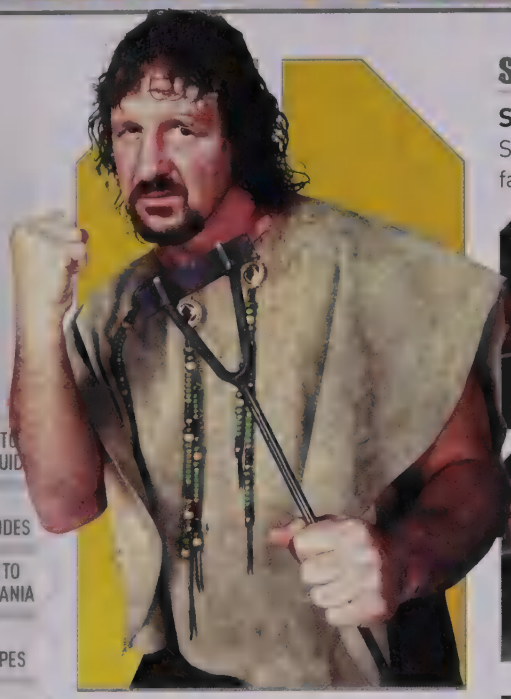
TERRY FUNK™



BIO

Height: 6'0"

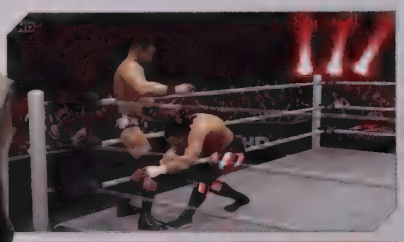
Weight Class: Heavyweight

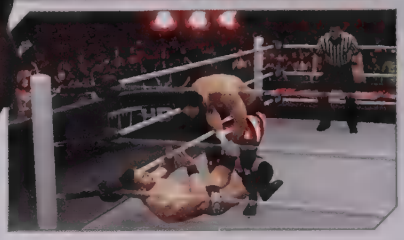
From: Amarillo, Texas

Career Highlights: NWA Champion, ECW Champion, United States Champion, World Tag Team Champion, NWA Tag Team Champion

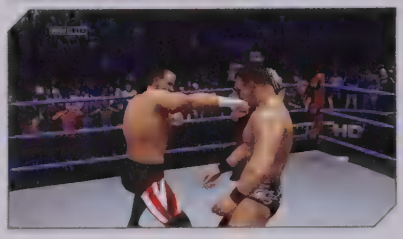
SIGNATURE MOVES

Spinning Toe Hold
Situation: Run toward opponent or face opponent





Texas Jab (Category 2)
Situation: Face opponent



FINISHERS

Texas Piledriver
Situation: Face opponent

ATTRIBUTES

Grapple: 80
Strikes: 80
Submission: 80
Durability: 90
Technical: 80
Speed: 80
Charisma: 80
Overall: 90

ABILITIES

- Fired Up
- Hammer Throw
- Resiliency

BREAKDOWN

All of the Legends in this game are very solid competitors that can hold their own against most of the other Superstars, and Terry Funk is no exception. All of his attributes are at least 80, with Durability rated at 90. Grapple, Strikes, and Submission are all rated at 80, so mix up your attacks in whatever way you prefer since they all inflict roughly the same amount of damage.

Don't worry about taking hits, because in addition to Funk's high Durability, he has a Technical rating of 80 to make reversals easier, the Resiliency ability to make him harder to pin, and a Speed rating of 80 just in case you need to get out of a tight situation.

The Fired Up ability also helps out once Funk has maximum momentum, and both of his Finishers are performed facing the opponent to make them easy to execute. With all of this, there aren't many holes in Funk's armor.

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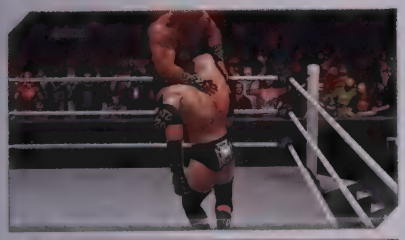
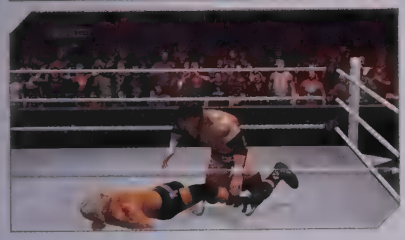
TRIPLE H®

SIGNATURE MOVES

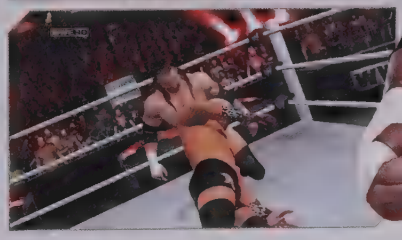
Spinebuster 2
Situation: Face opponent or face rebounding opponent

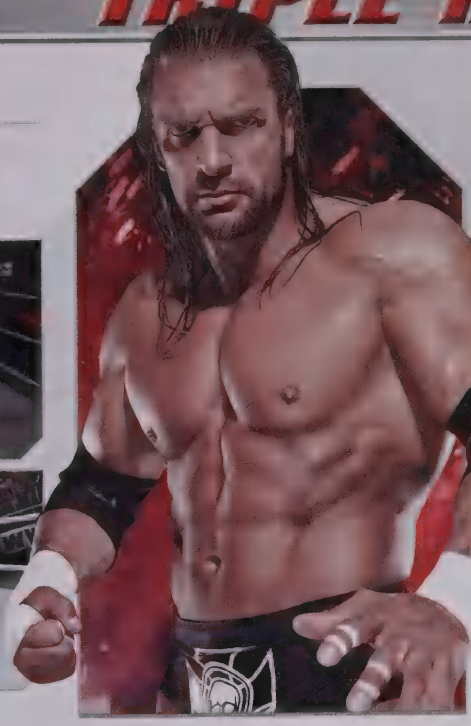




FINISHERS

Pedigree 1
Situation: Face opponent or face rebounding opponent





ATTRIBUTES

Grapple: 85
Strikes: 80
Submission: 85
Durability: 90
Technical: 90
Speed: 80
Charisma: 90
Overall: 95

ABILITIES

- **Fired Up**
- **Hammer Throw**
- **Resiliency**

BIO

Height: 6'4"
Weight: 255 pounds
Weight Class: Heavyweight
From: Greenwich, CT
Career Highlights: WWE Champion, World Heavyweight Champion, Intercontinental Champion, Unified WWE Tag Team Champion, World Tag Team Champion, European Champion, King of the Ring (1997), *Royal Rumble* winner (2002)

BREAKDOWN

Triple H has always been one of the top WWE Superstars, and that trend continues in *WWE SmackDown vs. Raw 2011*. His lowest attributes are Strikes and Speed at 80. Everything else is 85 or 90, making him an extremely formidable Superstar. Attack with a variety of moves of your choosing because all of Triple H's attacks inflict similar damage in large quantities. Mix in taunts when you can to take advantage of a Charisma rating of 90. As soon as a Signature Move becomes available, use it to max out your momentum, then use the Fired Up ability to get three consecutive Finisher attempts.

The man of the hour also has Technical and Durability ratings of 90, which make it relatively easy to reverse attacks and allow him to take less damage from the attacks that aren't reversed. The Resiliency ability also kicks in toward the end of a match, making it difficult for an opponent to pin Triple H.

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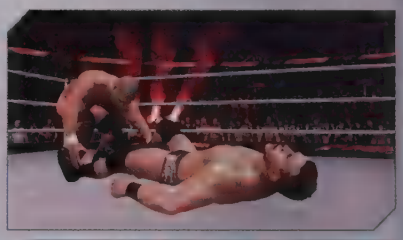
TYSON KIDD™

SIGNATURE MOVES

The Code Blue
Situation: Face opponent

FINISHERS

Sharpshooter
Situation: Opponent grounded (near lower body)



BIO

Height: 5'9"

Weight Class: Light Heavyweight

Career Highlights: Unified Tag Team Champion, WWE Tag Team Champion

ATTRIBUTES

Grapple: 70

Strikes: 70

Submission: 75

Durability: 70

Technical: 80

Speed: 85

Charisma: 70

Overall: 82

ABILITIES

- **Leverage Pin**
- **Outside Dives**
- **Springboard Dives**

BREAKDOWN

Tyson Kidd is fairly average in most regards. He isn't a damage powerhouse with Grapple and Strikes rated at 70 and Submission at 75. He also can't use taunts for a big momentum boost with a Charisma rating at 70. However, what he lacks in offensive abilities, he makes up for on the defensive end.

Kidd has a Technical rating of 80, which makes reversals fairly easy to pull off. This works well late in a match when he can reverse into a pin thanks to the Leverage Pin ability. Stay away from Outside Dives and Springboard Dives, though; a skilled opponent will have no problem reversing both attacks. Just stay focused on attacking when you can and use Kidd's speed to get away from an opponent if you get into trouble.

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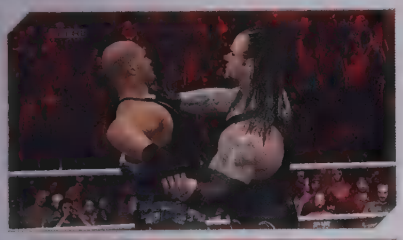
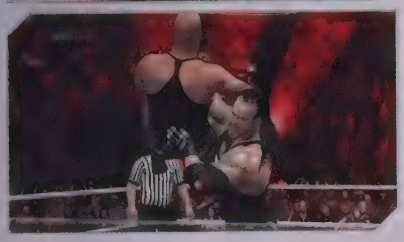
UNDERTAKER™

SIGNATURE MOVES

Chokeslam 1
Situation: Face opponent or face rebounding opponent



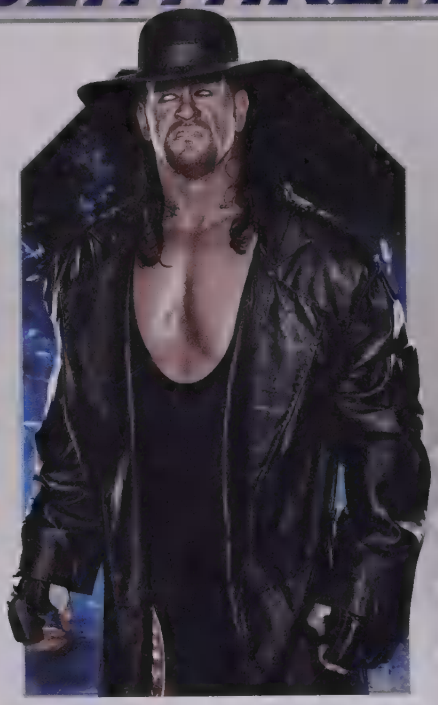


Old School (Category 2)
Situation: Face opponent

FINISHERS

Tombstone Piledriver 3
Situation: Face opponent

The Last Ride (Category 2)
Situation: Face opponent



BIO

Height: 6'10"
Weight: 299 pounds
Weight Class: Heavyweight
From: Death Valley, CA
Career Highlights: WWE Champion, World Heavyweight Champion, World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion, undefeated at *WrestleMania* (18-0)

ATTRIBUTES

Grapple: 85
Strikes: 90
Submission: 85
Durability: 90
Technical: 90
Speed: 80
Charisma: 95
Overall: 98

ABILITIES

- **Durability**
- **Hammer Throw**
- **Kip-Up**
- **Resiliency**

BREAKDOWN

The Undertaker has always been a dominant force in WWE, and his presence in *WWE SmackDown vs. Raw 2011* is no different. His lowest attribute is Speed at 80, which is incredible for such a large and powerful Superstar. Every other attribute is rated at 85 or above, with Charisma hitting 95.

All of Undertaker's attacks inflict impressive amounts of damage, but strikes do slightly more than grapples and submission holds. Use taunts whenever you can to boost Undertaker's momentum, then unleash either of his Signature Moves to reach maximum momentum.

Taking hits is what the Undertaker does best, but with a Technical rating of 90, a skilled player will be reversing most attacks. However, for the few attacks that get through, the Undertaker has a Durability rating of 90 and the Resiliency ability to reduce the damage of every attack. Not only that, but if the Undertaker happens to take heavy damage, he can use the Durability ability to recover lost health and Kip-Up to avoid grounded attacks.

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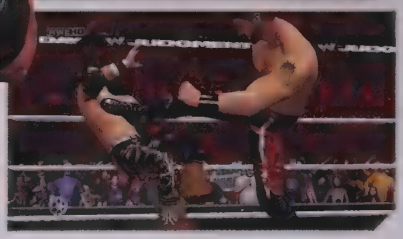
VANCE ARCHER™

BIO

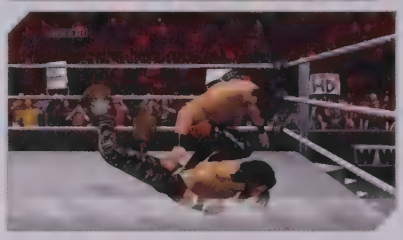
Height: 6'8"
Weight: 270 pounds
Weight Class: Heavyweight
From: Dallas, TX

SIGNATURE MOVES

Big Boot 3
Situation: Run toward opponent or face rebounding opponent



Facebuster 1
Situation: Face opponent



FINISHERS

Snap Reverse DDT
Situation: Face opponent

ATTRIBUTES

Grapple: 80
Strikes: 75
Submission: 70
Durability: 70
Technical: 75
Speed: 75
Charisma: 65
Overall: 81

ABILITIES

- Hammer Throw
- Ring Escape

BREAKDOWN

Vance Archer doesn't have a lot going for him compared to many of the other Superstars in the game. Grapples should be your primary source of damage, followed by strikes. Try to avoid submission holds unless you need to use them to better vary your attacks.

Archer is not very fast and has an average Durability rating (70), so you won't be able to get away from most opponents or take a lot of hits. It also doesn't help that his Technical rating is only 75. On lower difficulty settings and at the beginning of the match, performing reversals won't be too difficult, but on the Legend difficulty setting, or after Archer has taken some damage, reversals will be few and far between.

You can use the Ring Escape ability to avoid grounded hits when close to the ropes, but thanks to Archer's Charisma rating of 65, you won't make up much of that lost momentum with taunts. You're going to have to take advantage of every opening to win with Archer, especially against far superior Superstars.

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VLADIMIR KOZLOV™

SIGNATURE MOVES

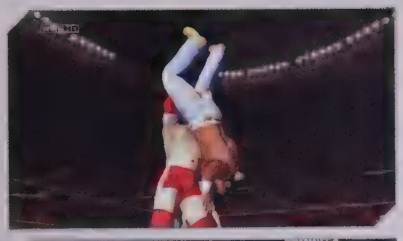
Belly to Belly 3
Situation: Face opponent or face rebounding opponent

Head Block (Category 2)
Situation: Face opponent

FINISHERS

Iron Curtain
Situation: Face opponent or face rebounding opponent

Reverse DDT 2 (Category 2)
Situation: Face opponent



BIO

Height: 6'8"
Weight: 302 pounds
Weight Class: Heavyweight
From: Moscow

ATTRIBUTES

Grapple: 80
Strikes: 90
Submission: 70
Durability: 75
Technical: 70
Speed: 70
Charisma: 65
Overall: 82

ABILITIES

- **Durability**
- **Hammer Throw**

BREAKDOWN

Vladimir Kozlov has a lot of offensive power but comes up average in the defensive department. Grapples and strikes should be your go-to attacks. They inflict far more damage than Kozlov's submission holds. That said, vary your attacks as much as possible and use a submission hold here and there to get your momentum up as quickly as possible.

Once Kozlov has enough momentum to use a Signature Move, both Belly to Belly 3 and Head Block can be used facing the opponent. If the Signature Move is successful, Kozlov's momentum will max out and his Iron Curtain and Reverse DDT 2 Finishers become available. These are also easy to connect because they only require Kozlov to face the opponent.

Focus on offense as much as possible because that's Kozlov's strong point. When it comes to defense, he has a Technical rating of 70 and a Durability rating of 75. He does have the Durability ability, but that's only effective after taking heavy damage and only if there's an opening to use it.

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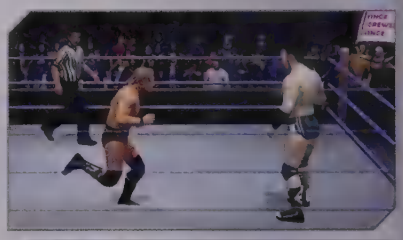
WILLIAM REGAL®

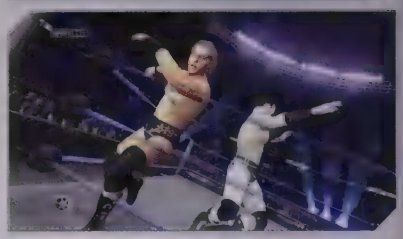
SIGNATURE MOVES

Power of the Punch
Situation: Face opponent

FINISHERS

Knee Trembler 1
Situation: Run toward opponent or face rebounding opponent





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BIO

Height: 6'2"
Weight: 240 pounds
Weight Class: Heavyweight
From: Blackpool, England
Career Highlights: Intercontinental Champion, World Tag Team Champion, European Champion, Hardcore Champion, WCW Television Champion, *Raw* General Manager, 2008 WWE King of the Ring

ATTRIBUTES

Grapple: 80
Strikes: 75
Submission: 70
Durability: 75
Technical: 80
Speed: 75
Charisma: 75
Overall: 84

ABILITIES

- **Dirty Pin**
- **Hammer Throw**
- **Ring Escape**

BREAKDOWN

William Regal is a fairly well-rounded WWE Superstar. His lowest attribute is Submission at 70, and his highest are Grapple and Technical at 80. There isn't one aspect of his strategy to focus on because he's average or above average in everything. However, to maximize damage output, focus more on grapples than strikes and submission holds. There isn't a significant difference in their damage, but grapples inflict slightly more damage than strikes and submission holds.

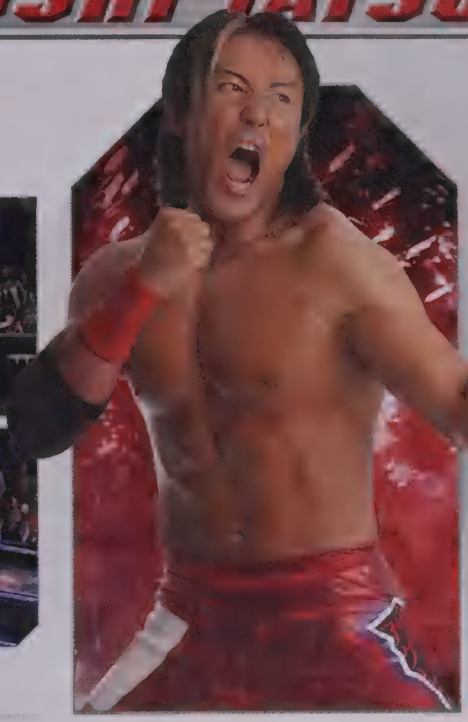
Regal can take a decent number of hits with a Durability rating of 75, and reversals aren't exceptionally hard thanks to his high Technical rating. And if you do get into trouble, use the Ring Escape ability near the ropes, then taunt to regain the lost momentum. With a Charisma rating of 75, you won't get huge momentum boosts from taunts, but it's enough to make up the loss. If you happen to slam an opponent to the ground near the ropes, Regal's Dirty Pin ability allows you to pin them right there without having to worry about a rope break.

YOSHI TATSU™

SIGNATURE MOVES

Parallel Snapmare
Situation: Face opponent

Diving Heel Kick
Situation: Player on the top rope, opponent standing



FINISHERS

Buzzsaw High Kick
Situation: Face opponent

ATTRIBUTES

Grapple: 70
Strikes: 80
Submission: 70
Durability: 70
Technical: 75
Speed: 85
Charisma: 75
Overall: 83

ABILITIES

- Hammer Throw
- Leverage Pin
- Outside Dives

BIO

Height: 6'1"
Weight: 230 pounds
Weight Class: Light Heavyweight
From: Gifu, Japan

BREAKDOWN

Yoshi Tatsu is another well-rounded WWE Superstar. He matches up well against most of the roster but may have a hard time against the top contenders. Focus on strikes to inflict maximum damage, but when you need to use some variety, grapples or submission holds will work because they both inflict similar amounts of damage.

Tatsu can't take too many hits with a Durability rating of 70, but his Speed rating of 85 helps him to avoid an opponent and stay out of trouble. With a Technical rating of 75, reversals won't come easily, but they aren't overly difficult either. If you can damage your opponent quickly, before Tatsu takes too much damage, a reversal into a Leverage Pin can easily end the match.

The Hammer Throw and Outside Dives abilities don't benefit Tatsu all that much, so avoid using them unless you're playing against a computer-controlled opponent.

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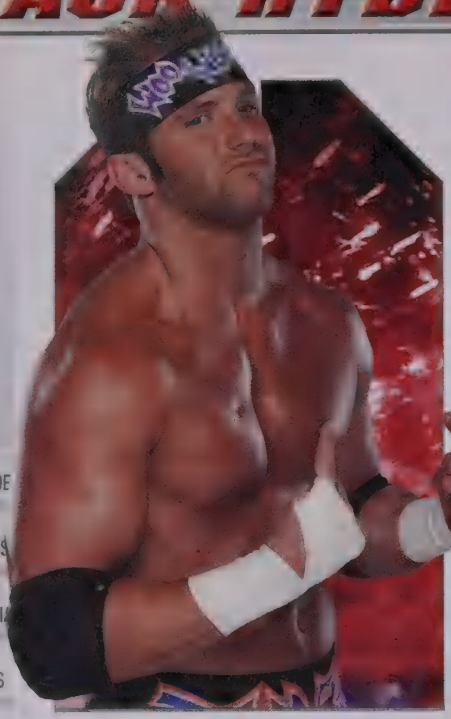
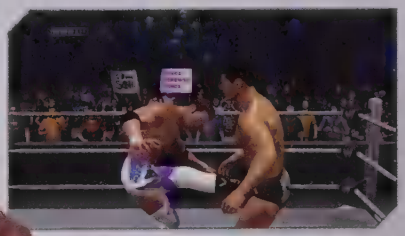
ZACK RYDER™



SIGNATURE MOVES

Reverse DDT 1
Situation: Face opponent or face rebounding opponent



FINISHERS

Zack Attack
Situation: Face opponent

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Height: 6'0"
Weight: 214 pounds
Weight Class: Light Heavyweight
From: Long Island, NY
Career Highlights: WWE Tag Team Champion

ATTRIBUTES

Grapple: 70
Strikes: 70
Submission: 70
Durability: 70
Technical: 75
Speed: 85
Charisma: 75
Overall: 82

ABILITIES

- Hammer Throw
- Leverage Pin
- Ring Escape

BREAKDOWN

Zack Ryder is slightly below average in almost every way. His damage output is evenly spread across grapples, strikes, and submission holds, but you won't be seeing big damage from any of these options. This becomes especially difficult against opponents with high Durability ratings or the Resiliency ability.

On the bright side, thanks to a Technical rating of 75 reversals aren't overly difficult to pull off. This works well with the Leverage Pin ability once the opponent is heavily damaged. Ryder can also use his high movement speed to get away from most of the WWE Superstars should he get into trouble. Ring Escape is also useful for this if you're grounded near the ropes, but it will take a few taunts to get the lost momentum back.

DIVAS

NOTE

The *Breakdown* section for each Diva covers strategies when facing off against other Divas and does not take into account any of the Superstars or Legends because Divas cannot face them in a match.

All Divas are considered to be Featherweight, also referred to as simply the Diva weight class.

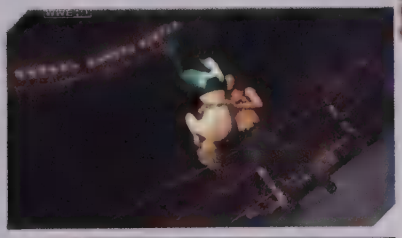
ALICIA FOX™

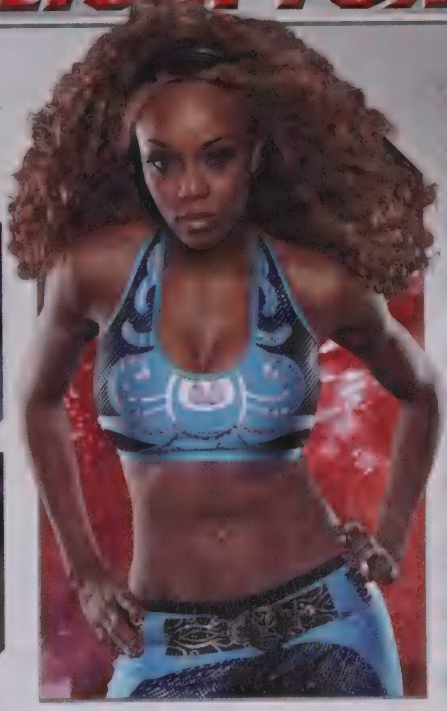
SIGNATURE MOVES

King Special
Situation: Face opponent

FINISHERS

Tilt a Whirl Backbreaker 2
Situation: Face opponent or face rebounding opponent





ATTRIBUTES

Grapple: 50
Strikes: 70
Submission: 50
Durability: 75
Technical: 60
Speed: 80
Charisma: 70
Overall: 72

ABILITIES

- **Leverage Pin**

BIO

Height: 5'9"
From: Ponte Vedra, FL
Career Highlights: Divas Champion

BREAKDOWN

Compared to the other Divas, Alicia Fox is about average. Her strikes are the only offensive technique that's going to inflict decent damage, but she makes up for it on the defensive end with a Durability rating of 75. While a Speed rating of 80 may seem good, it's actually average at best when it comes to Divas.

A Durability rating of 75 isn't bad for the Divas, especially when you look at their average ratings for Grapple, Strikes, and Submission. However, Fox's only ability is the Leverage Pin, which doesn't do her much good considering her Technical rating is a lowly 60. However, if you can connect with a reversal when your opponent is heavily damaged, it would not end well for the opponent.

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BETH PHOENIX®

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BIO

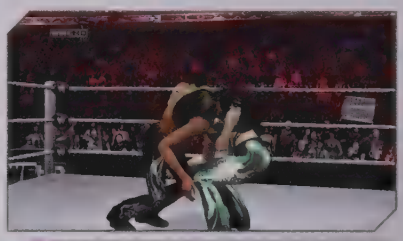
Height: 5'7"

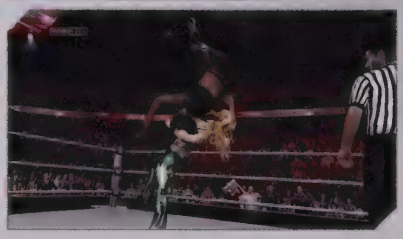
From: Buffalo, NY

Career Highlights: Women's Champion

SIGNATURE MOVES

Fisherman Suplex 3
Situation: Face opponent





ATTRIBUTES

Grapple: 70
Strikes: 70
Submission: 75
Durability: 80
Technical: 80
Speed: 75
Charisma: 80
Overall: 84

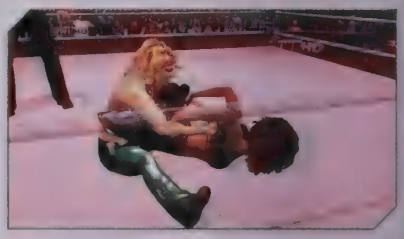
ABILITIES

- **Durability**
- **Hammer Throw**

FINISHERS

Glam Slam
Situation: Face opponent or face rebounding opponent

Glam Slam Stretch
Situation: Opponent grounded (near side)



BREAKDOWN

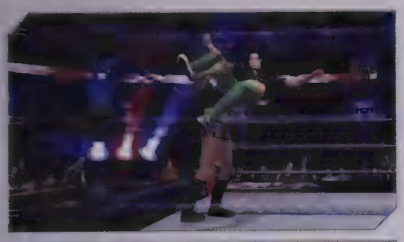
Beth Phoenix is one of the stronger Divas in the game. She has solid offensive power with Grapple and Strikes ratings of 70, and a Submission rating of 75. She also has one of the highest Durability ratings of the Divas at 80, and a solid Technical rating also at 80.

Where Phoenix is lacking is in the speed department. While all of the Divas are relatively fast, Phoenix is one of the slowest. Luckily, she has the Durability ability to help her regain lost health if the opponent pummels her while she can't escape. Use the Hammer Throw to give yourself enough time to execute Durability, or set up Phoenix's Glam Slam Stretch Finisher.

BRIE BELLA™

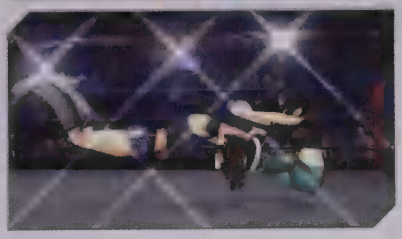
SIGNATURE MOVES

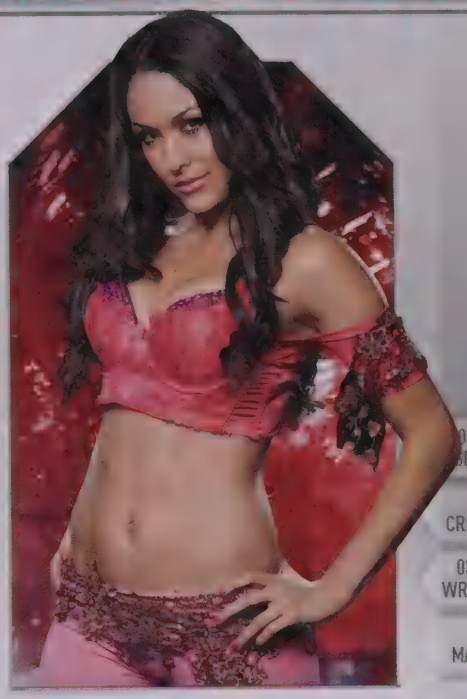
Jumping Snapmare
Situation: Run toward opponent or face opponent



FINISHERS

Sitout Facebuster
Situation: Face opponent or face rebounding opponent





BREAKDOWN

Brie Bella is unfortunately on the low end of the Divas. She's extremely weak with a Strikes rating at 60, a Grapple rating at 50, and a Submission rating hitting a lowly 40. Stick to strikes and use grapples to vary your attacks, but stay away from submission holds as much as possible.

The twin has decent Speed with a rating of 80, and she needs it to get away from heavy-hitting opponents. Her Durability rating is only 60 and her Technical rating is even lower at 55. She can't take many hits, and it's difficult to reverse with her, especially near the end of a match.

BIO

Height: 5'6"

From: Scottsdale, AZ

ATTRIBUTES

Grapple: 50

Strikes: 60

Submission: 40

Durability: 60

Technical: 55

Speed: 80

Charisma: 70

Overall: 66

ABILITIES

- **Move Thief**

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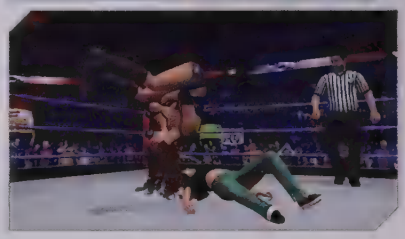
EVE™

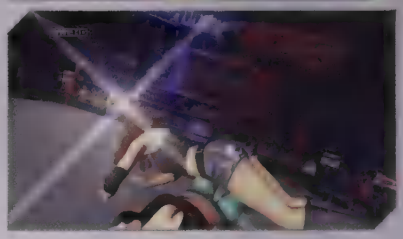
SIGNATURE MOVES

Senton
Situation: Opponent grounded (near side)



FINISHERS

Hand Spring Moosault
Situation: Opponent grounded (near side)



BIO

Height: 5'7"

From: Los Angeles, CA

Career Highlights: Divas Champion, Winner of the 2007 WWE Diva Search

ATTRIBUTES

Grapple: 55

Strikes: 65

Submission: 65

Durability: 70

Technical: 65

Speed: 85

Charisma: 80

Overall: 77

ABILITIES

- **Move Thief**

BREAKDOWN

Eve doesn't have much going for her when it comes to damage output. Focus on strikes and submission holds for the best damage, and use her speed to get away from more powerful Diva opponents. She has a decent Durability rating at 70, but her Technical rating is only 65. That's about average for the Divas, but it doesn't make reversals any easier.

She has a good Charisma rating at 80, so use her Signature Move and Finisher as much as you can without getting predictable. Her only ability is Move Thief, which, unfortunately, isn't of significant value.

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GAIL KIM®

SIGNATURE MOVES

Cross-Arm Neckbreaker
Situation: Face opponent

Christo
Situation: Run toward opponent or face rebounding opponent

FINISHERS

Eat Defeat
Situation: Face opponent

ATTRIBUTES

Grapple: 65
Strikes: 65
Submission: 70
Durability: 70
Technical: 75
Speed: 90
Charisma: 75
Overall: 81

ABILITIES

- **Hammer Throw**
- **Leverage Pin**
- **Outside Dives**
- **Springboard Dives**

BIO

Height: 5'3"
From: Toronto, Ontario, Canada
Career Highlights: Women's Champion

BREAKDOWN

Kim is one of the top Divas in *WWE SmackDown vs. Raw 2011*. She's one of the fastest characters in the game with a Speed rating of 90, inflicts decent submission damage, and has a Durability rating of 70, which is fairly decent among the Divas.

While Kim's Submission rating is slightly higher than her Grapple and Strikes ratings, the difference is negligible for the most part. Focus more on submission holds, but mix in grapples and strikes freely. You want to damage the opponent as quickly as possible so you can use Kim's Leverage Pin ability to finish the match. With a decent Technical rating of 75, it won't be too hard to land a reversal in most cases.

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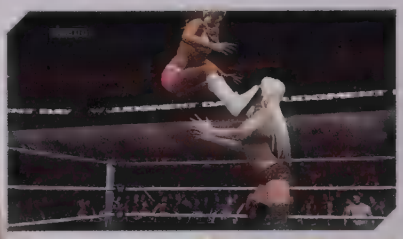
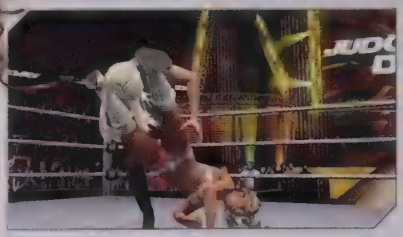
KELLY KELLY®

SIGNATURE MOVES

Frankensteiner 1
Situation: Face opponent or run toward opponent





FINISHERS

K2
Situation: Face opponent or face rebounding opponent

BIO

Height: 5'6"

From: Jacksonville, FL

ATTRIBUTES

Grapple: 55

Strikes: 65

Submission: 50

Durability: 65

Technical: 60

Speed: 85

Charisma: 95

Overall: 75

ABILITIES

- Move Thief

BREAKDOWN

Kelly Kelly has a tough time dealing with many of the other Divas. She inflicts very little damage. In fact, her damage ratings are so low, you should focus on strikes (her strongest basic attack) and use taunts to build momentum. Kelly has a very high Charisma rating of 95, so relying on taunts to build momentum is a feasible strategy.

Defensively, Kelly has a relatively low Durability rating of 65 and an even lower Technical rating of 60. She can't take many hits, and reversals are not easy to pull off, especially near the end of a match. Don't worry too much about defense with Kelly Kelly; just use her quick speed to get away from an opponent if you're getting hit hard.

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MARYSE®

SIGNATURE MOVES

French TKO
Situation: Face opponent

FINISHERS

French Kiss
Situation: Face opponent

BREAKDOWN

At first glance it may seem as though the only things Maryse has going for her are a decent Speed rating of 80 and a moderate Durability rating of 70. However, her damage isn't terrible, and definitely not the worst of the Divas. She falls short in terms of speed but more than makes up for it with a Charisma rating of 85 coupled with the Ring Escape ability. This allows her to get out of grounded attacks near the ropes without fear of losing too much momentum.

Leverage Pin is a decent ability toward the end of a match, but with Maryse's low Technical rating of 65, reversals won't come easily. Stick to strikes and submission holds for her offense and you should hold your own against most of the other Divas.

BIO

Height: 5'7"

From: Montreal, Quebec, Canada

Career Highlights: Divas Champion, participant in the 2006 Diva Search

ATTRIBUTES

Grapple: 60

Strikes: 65

Submission: 65

Durability: 70

Technical: 65

Speed: 80

Charisma: 85

Overall: 78

ABILITIES

- Leverage Pin
- Ring Escape

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MELINA®

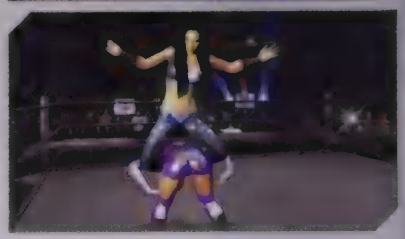
SIGNATURE MOVES

Extreme Makeover
Situation: Face opponent

California Dream
Situation: Grounded opponent (near lower body)

FINISHERS

Last Call
Situation: Face opponent or face rebounding opponent



Sunset Split (Category 2)
Situation: Face opponent

BIO

Height: 5'5"

From: Los Angeles, CA

ATTRIBUTES

Grapple: 65

Strikes: 60

Submission: 70

Durability: 70

Technical: 75

Speed: 85

Charisma: 85

Overall: 81

ABILITIES

- **Hammer Throw**
- **Leverage Pin**

BREAKDOWN

Melina is one of the better Divas in the game. She has a strong Submission rating at 70, which allows her to dish out more damage than most of the other Divas. The damage on her strikes and grapples isn't far behind, so you won't lose much damage output when you need to vary your attacks.

Her Technical rating is a relatively high 75, which goes well with her Durability rating of 70. Leverage Pin works well with her reversal prowess, and you can use the Hammer Throw away from the ropes to set up her California Dream Signature Move. Combine all of this with high Speed and Charisma ratings of 85, and Melina is a force to be reckoned with.

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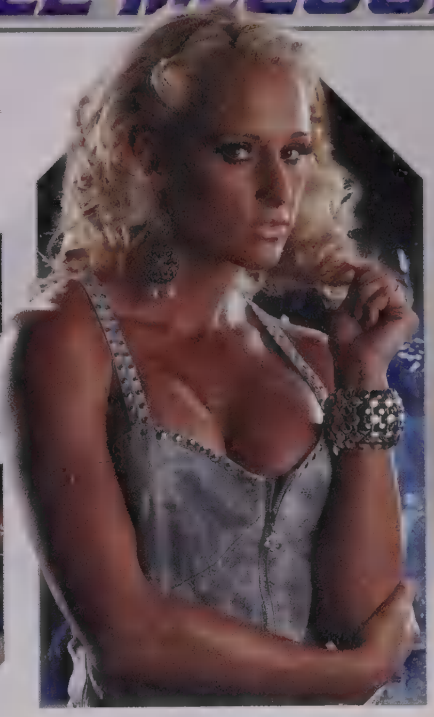
MICHELLE McCOOL®

SIGNATURE MOVES

Spear 1
Situation: Opponent grounded (near upper body)

FINISHERS

Faith Breaker
Situation: Face opponent or face rebounding opponent



BREAKDOWN

Michelle McCool is all about high damage output. Focus almost exclusively on submission holds. Thanks to a high Submission rating of 80, Michelle's submission hold damage is the highest of any Diva in the game. Only mix in grapples and strikes when you're in need of a quick momentum boost.

Use McCool's Hammer Throw ability away from the ropes to slam an opponent to the ground, then execute the Spear 1 Signature Move to max out your momentum. Follow this up with a Faith Breaker Finisher and that should be enough to finish off a match after a few minutes of action. However, if that's not enough, use Leverage Pin in conjunction with McCool's high Technical rating to score a reversal into a pin.

BIO

Height: 5'10"

From: Palatka, FL

Career Highlights: Divas Champion, Women's Champion, finalist in the 2004 *Raw* Diva Search

ATTRIBUTES

Grapple: 65

Strikes: 65

Submission: 80

Durability: 70

Technical: 80

Speed: 85

Charisma: 70

Overall: 82

ABILITIES

- Hammer Throw
- Leverage Pin
- Ring Escape

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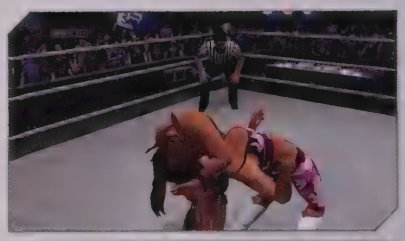
MICKIE JAMES®

SIGNATURE MOVES

Long Kiss Goodnight
Situation: Face opponent



FINISHERS

DDT 2
Situation: Face opponent

BIO

Height: 5'4"

From: Richmond, VA

Career Highlights: Women's Champion, Divas Champion

ATTRIBUTES

Grapple: 65

Strikes: 70

Submission: 70

Durability: 70

Technical: 75

Speed: 85

Charisma: 90

Overall: 83

ABILITIES

- Hammer Throw
- Leverage Pin

BREAKDOWN

Mickie James is slightly above average when it comes to the Divas in *WWE SmackDown vs. Raw 2011*. She inflicts decent damage thanks to Submission and Strikes ratings of 70 and a Grapple rating of 65. She's also one of the faster Divas with a Speed rating of 85. When you have an opportunity, use taunts to boost your momentum and make use of James's high Charisma rating.

Leverage Pin works well with James's moderately high Technical rating, but even if you can't land many reversals, she has enough Durability to withstand many of the attacks from the weaker Divas. Play a heavily offensive match and you should make quick work of most competitors.

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NATALYA™

SIGNATURE MOVES

Romero Special
Situation: Opponent grounded (near lower body)

FINISHERS

Sharpshooter
Situation: Opponent grounded (near lower body)

BREAKDOWN

Natalya is slightly above average when it comes to the Divas. She has decent grapple and submission damage, so vary your attacks between the two with a few strikes to keep your opponents on their toes. Use a few taunts when you see an opening to make use of Natalya's solid Charisma rating, and use the Hammer Throw away from the ropes to set up her Finisher and Signature Move.

While Natalya has fairly good offensive options, it's her defense that really shines. She has a Technical rating of 80, which allows her to reverse attacks much more easily than most of the other Divas. She also has the Durability ability to regain lost health when she's heavily damaged.

DIO

Height: 5'6"

ATTRIBUTES

Grapple: 70
Strikes: 65
Submission: 70
Durability: 65
Technical: 80
Speed: 75
Charisma: 70
Overall: 78

ABILITIES

- Durability
- Hammer Throw

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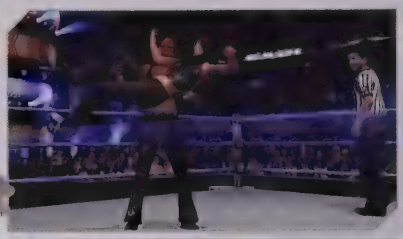
NIKKI BELLA™

SIGNATURE MOVES

Jumping Snapmare
Situation: Run toward opponent or face opponent



FINISHERS

Spear 1
Situation: Opponent grounded (near upper body)

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BIO

Height: 5'6"

From: Scottsdale, AZ

ATTRIBUTES

Grapple: 50

Strikes: 55

Submission: 40

Durability: 60

Technical: 55

Speed: 80

Charisma: 70

Overall: 65

ABILITIES

- **Move Thief**

BREAKDOWN

The other Bella twin is not quite as potent as her sister. She has very low damage output and few defensive options to fall back on. Use her grapples and strikes far more than her submission holds to maximize what little damage you can inflict. Focus on staying away from the opponent with Nikki Bella's relatively high Speed rating.

If an opponent corners Bella, get away as quickly as possible, even if you have to get out of the ring to do so. Her Durability rating is only 60, and you can't rely on reversals thanks to her low Technical rating. Stay on the move and attack the opponent whenever possible, but do not stay within their attack range for long or else Bella is in trouble.

UNLOCKABLES

NOTE

The WWE Shop is only accessible on the Xbox 360 and PlayStation 3 versions of the game. All items that are accessible through the WWE Shop are only available on the Xbox 360 and PlayStation 3.

Some unlockables are retailer-exclusive and not listed here.

UNLOCKABLE WWE SUPERSTARS, DIVAS, AND LEGENDS

CONTENT	HOW TO UNLOCK
Brie Bella	Win one Women's Championship match with any Diva. (Only PPV)[1]
Druid becomes a playable character.	Complete all five storylines in the *Road to WrestleMania* mode.
Ezekiel Jackson	Win five *Superstars* matches with any Superstar. (Must be a one-on-one match)[1]
Finlay	Win one *SmackDown* match with any Superstar. (Must be a one-on-one match)[1]
Gail Kim	Win one Divas-only match with any Diva. (Can be any brand or event)[1]
Goldust	Win ten *Raw* matches with any Superstar. (Must be a one-on-one match)[1]
Jake Roberts	In the VS. Undertaker storyline of *Road to WrestleMania* mode, do not sustain heavy damage to any limb during the Week 9 Match of the Week against Jake Roberts.
Jimmy Snuka	In the VS. Undertaker storyline of *Road to WrestleMania* mode, defeat Jimmy Snuka in less than three minutes during the Week 10 Match of the Week.
Mickie James	Win five Divas-only matches with any Diva. (Can be any brand or event, but must be a one-on-one match)[1]
Mike Knox	Win five *SmackDown* matches with any Superstar. (Must be a one-on-one match)[1]
Mr. McMahon (Superstar)	In the John Cena storyline of *Road to WrestleMania* mode, win the *WrestleMania* Challenge Match against Mr. McMahon, Sheamus, and Drew McIntyre.[2]
Nikki Bella	Win one Women's Championship match with any Diva. (Only PPV and must be a one-on-one match)[1]
Paul Bearer[3]	Complete the VS. Undertaker storyline of *Road to WrestleMania* mode.
Ricky Steamboat	In the Chris Jericho storyline of *Road to WrestleMania* mode, win the *WrestleMania* Challenge Match against Ricky Steamboat.[2]
Rob Van Dam	Complete the Rey Mysterio storyline of *Road to WrestleMania* mode with Rey Mysterio set to Good.[4]
The Rock	In the VS. Undertaker storyline of *Road to WrestleMania* mode, win the *WrestleMania* Challenge Match against The Rock.[2]
Shelton Benjamin	Win ten *SmackDown* matches with any Superstar. (Must be a one-on-one match)[1]
Stone Cold Steve Austin	In the Christian storyline of *Road to WrestleMania* mode, win the *WrestleMania* Challenge Match against Stone Cold Steve Austin.[2]
Terry Funk	In the Rey Mysterio storyline of *Road to WrestleMania* mode, win the *WrestleMania* Challenge Match against Terry Funk.[2]
Vladimir Kozlov	Win one *Raw* match with any Superstar. (Must be a one-on-one match)[1]
William Regal	Win ten *Superstars* matches with any Superstar. (Must be a one-on-one match)[1]
Yoshi Tatsu	Win five *Raw* matches with any Superstar. (Must be a one-on-one match)[1]
Zack Ryder	Win one *Superstars* match with any Superstar. (Must be a one-on-one match)[1]

[1] Only from a match offered by WWE Universe "Select Match." Not unlocked via Custom Match (including changing character at Select Match).
[2] To reach the designated Challenge Matches, you must successfully complete all previous Challenge Matches for the storyline.
[3] Paul Bearer can only be used as a manager. You cannot select him as a normal Superstar.
[4] Rey Mysterio set to Good means that you must select the "No" option to not forgive Jack Swagger during Week 7.

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UNLOCKABLE ALTERNATE OUTFITS

CONTENT	HOW TO UNLOCK
Batista (Civilian)	In the Chris Jericho storyline of *Road to WrestleMania* mode, win the Week 8 Match of the Week against Kofi Kingston, Mark Henry, and Batista.
Chris Jericho (Civilian)	In the Chris Jericho storyline of *Road to WrestleMania* mode, talk to Stephanie McMahon in the GM Office, then win the Week 1 Match of the Week, executing at least one finisher and without sustaining heavy damage.
Christian (Civilian)	In the Christian storyline of *Road to WrestleMania* mode, defeat Tyson Kidd or William Regal in one of the *Royal Rumble* side story matches.
Christian (Conquistador)	Initiate the Week 4 Challenge Match in the Rey Mysterio storyline of *Road to WrestleMania* mode.
CM Punk (T-Shirt)	Purchase "ALL Axxess" at the WWE Shop.
Edge (Civilian)	In the Christian storyline of *Road to WrestleMania* mode, defeat Big Show in a locker room Locker Room Area during *Elimination Chamber*.
Cody Rhodes (T-Shirt)	In the Christian storyline of *Road to WrestleMania* mode, win the Week 9 Match of the Week without sustaining heavy damage.
Edge (Conquistador)	Initiate the Week 4 Challenge Match in the Rey Mysterio storyline of *Road to WrestleMania* mode.
Jack Swagger (Civilian)	In the Rey Mysterio storyline of *Road to WrestleMania* mode, partner with Jack Swagger during Week 3, then win the Match of the Week as Jack Swagger.
John Cena (Entrance/Civilian)	In the John Cena storyline of *Road to WrestleMania* mode, win the Week 8 Challenge Match against Cody Rhodes and Ted DiBiase.
Masked Kane	Win the match against Masked Kane in the VS. Undertaker storyline of *Road to WrestleMania* mode.
Mr. McMahon (Suit)	In the Chris Jericho storyline of *Road to WrestleMania* mode, win the WWE Championship Match against Triple H at *WrestleMania XXVI*.
MVP (Civilian)	In the John Cena storyline of *Road to WrestleMania* mode, win both Week 5 and Week 7 Tag Team Challenge Match against R-Truth and Mike Knox.
Randy Orton (Referee)	In the John Cena storyline of *Road to WrestleMania* mode, defeat Randy Orton in the *WrestleMania* Match of the Week during the Lost Week 9 timeline.
Randy Orton (Suit)	In the John Cena storyline of *Road to WrestleMania* mode, defeat Randy Orton in the *WrestleMania* Match of the Week during the Won Week 9 timeline.
Randy Orton (T-Shirt)	In the John Cena storyline of *Road to WrestleMania* mode, defeat Randy Orton in three minutes or less during the Week 12 "I Quit" match in the Lost Week 9 timeline.
Rey Mysterio (Civilian)	In the Rey Mysterio storyline of *Road to WrestleMania* mode, during the *Royal Rumble*, eliminate Evan Bourne, then win the Royal Rumble.
Rey Mysterio (Evil) and Entrance Scene	Complete the Rey Mysterio storyline of *Road to WrestleMania* mode with Rey Mysterio set to Evil.[2]
Shawn Michaels (Civilian)	Purchase "ALL Axxess" at the WWE Shop.
Ted DiBiase (T-Shirt)	In the John Cena storyline of *Road to WrestleMania* mode, defeat Ted DiBiase to win the Week 11 Tag Team Challenge Match against Ted DiBiase and Cody Rhodes.
Todo Americano	In the Rey Mysterio storyline of *Road to WrestleMania* mode, perform a finisher on Todo Americano while playing as Evan Bourne in Week 12.
Triple H (Civilian)	In the Chris Jericho storyline of *Road to WrestleMania* mode, during Week 6, escape to the parking lot without losing to Triple H.

[1] Story Designer only.

[2] Rey Mysterio set to Evil means that you must select the "Yes" option to forgive Jack Swagger during Week 7.

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UNLOCKABLE ARENAS

CONTENT	HOW TO UNLOCK
The Druid Arena becomes a playable arena.	Complete all five storylines in the *Road to WrestleMania* mode.
Backlash Arena	Win once at *Backlash* with any Superstar. (Can be any match within this PPV)[1]
The Bash	Win once at *The Bash* with any Superstar. (Can be any match within this PPV)[1]
Bragging Rights	Win once at *Bragging Rights* with any Superstar. (Can be any match within this PPV)[1]
Breaking Point	Win once at *Elimination Chamber* with any Superstar. (Can be any match within this PPV)[1]
ECW	Win once at *SummerSlam* with any Superstar. (Can be any match within this PPV)[1]
Extreme Rules	Win once at *Extreme Rules* with any Superstar. (Can be any match within this PPV)[1]
Hell in a Cell	Win once at *Hell in a Cell* with any Superstar. (Can be any match within this PPV)[1]
Judgment Day	Win once at *Royal Rumble* with any Superstar. (Can be any match within this PPV)[1]
Night of Champions	Win once at *Night of Champions* with any Superstar. (Can be any match within this PPV)[1]
Survivor Series	Win once at *Survivor Series* with any Superstar. (Can be any match within this PPV)[1]
TLC	Win once at *TLC* with any Superstar. (Can be any match within this PPV)[1]
Tribute to the Troops	Win once at *WrestleMania XXVI* with any Superstar. (Can be any match within this PPV)[1]

[1] Unlock Past PPV ArenasPurchase the item at the WWE Shop.
Only from a match offered by WWE Universe "Select Match." Not unlocked via Custom Match (including changing character at Select Match).

MISCELLANEOUS UNLOCKABLE CONTENT

CONTENT	HOW TO UNLOCK
Ability to use Edge and Christian's custom entrance in Story Designer	In the Christian storyline of *Road to WrestleMania* mode, between Week 10 and Week 12, cash in the Money-in-the-Bank title opportunity against Edge and win the match against Edge that follows.
Adjust Superstar Attributes	Purchase "Unlock ATTRIBUTE" at the WWE Shop.
All Axxess	Purchase "ALL Axxess" at the WWE Shop.
ECW Create Modes Content	Hold ten matches in Exhibition Mode. (WWE Universe can be on or off)
Entrance Videos (for Create-An-Entrance Parts)	Purchase the item at the WWE Shop.
Enhanced Abilities	Purchase the item at the WWE Shop.
Fan Axxess	Purchase "FAN Axxess" at the WWE Shop.
Rey Mysterio (Evil) Entrance Scene	Complete the Rey Mysterio storyline of *Road to WrestleMania* mode with Rey Mysterio set to Evil.[1]
Unlock Everything	Purchase "Unlock EVERYTHING" at the WWE Shop.

[1] Rey Mysterio set to Evil means that you must select the "Yes" option to forgive Jack Swagger during Week 7.

ACHIEVEMENTS AND TROPHIES

Achievement	Xbox 360 Gamer Points	PS3 Points	Trophy Type	Details
5-Second Pose	50	30	Silver	Complete Christian's *Road to WrestleMania* story on any difficulty.
A Student of the Game	10	15	Bronze	Complete 50% of the tips in the Practice Arena.
A Successful Cash In	20	30	Silver	Cash in Money in the Bank in WWE Universe and win using a created Superstar (single-player).
Locker Room Fisticuffs	10	15	Bronze	During a Locker Room Brawl, string 3 environmental grapple combos in succession (Offline).
Button Mash Expert	10	15	Bronze	Win a collar and elbow minigame (single-player).
Caught Slipping	10	15	Bronze	Win a match in which you successfully use a leverage pin.
Chairs Upside Your Head	20	30	Silver	Destroy 50 chairs (single-player).
Champion of Champions	50	30	Silver	Using a created Superstar, hold the WWE or World Heavyweight titles (single-player).[2]

ACHIEVEMENTS AND TROPHIES (CONTINUED)

Achievement	Xbox 360 Gamer Points	PS3 Points	Trophy Type	Details
Check for Splinters	10	15	Bronze	Put an opponent through a table using a corner top grapple move (single-player).
Creative with the Moves	10	15	Bronze	Create a front, top rope, and corner Finisher in Create a Finisher.
For Whom the Bell Tolls	20	30	Silver	Pin or submit Undertaker in the *WrestleMania* arena on Legend difficulty (single-player).
Intercontinental Champ	10	15	Bronze	Win the Intercontinental Championship in WWE Universe using a created Superstar (single-player).
Magna Cum Laude	50	30	Silver	Complete all of the tips in the practice arena.
Man of 1,004 Holds	100	90	Gold	Perform 1,004 Signature Moves and Finishers in any mode of play (single-player).
Mr. Money in the Bank	50	30	Silver	Win the Money in the Bank match in WWE Universe using a created Superstar (single-player).
No More Mystery, Yo	50	30	Silver	Complete Rey Mysterio's *Road to WrestleMania* story on any difficulty.
One Step Closer to the Gold	10	15	Bronze	Become number 1 contender for any title in WWE Universe using a Created Superstar (single-player).
Original Brand Logo	10	15	Bronze	Create an original brand logo using the Paint Tool.
Platinum	—	—	Platinum	Collect all Trophies.[3]
Please Don't Try This at Home	50	30	Silver	Push an opponent off a ladder so that they fall out of the ring and through a table (single-player).
Pinning's Not the Only Way	10	15	Bronze	Win a match by submission (single-player).[1]
Power of the Punch	10	15	Bronze	KO an opponent using a strong strike (single-player).[1]
Randy's Fired	50	30	Silver	Complete John Cena's *Road to WrestleMania* story on any difficulty
Runaway Champ	50	30	Silver	Complete Chris Jericho's *Road to WrestleMania* story on any difficulty.
Sign of the Times	10	15	Bronze	Create an original crowd sign using the Paint Tool.
Streak Breaker	50	30	Silver	Complete Undertaker's *Road to WrestleMania* story on any difficult
Talk About Resilient	20	30	Silver	Kick out of Undertaker's Tombstone Piledriver finisher on Legend difficulty (single-player).
Thank You Shawn	20	30	Silver	Defeat Shawn Michaels in the *WrestleMania* arena on Legend difficulty as Undertaker (single-player).
That'll Shorten Your Career	10	15	Bronze	During a *Hell in a Cell* Match, perform a wall destroying Finisher (single-player).
The Excellence of Execution	10	30	Silver	Defeat 50 opponents using pin combination grapple moves (single-player).[4]
The Last Man Standing	100	90	Gold	Win a *Royal Rumble* match online.
The Magic Number	10	15	Bronze	Win a match by pinfall (single-player).[1]
THQ Storytellers	10	15	Bronze	Create a story in Story Designer mode.
Unhealthy Obsession with Wood	20	30	Silver	Destroy 50 tables (single-player).
Unified Tag Champs	10	15	Bronze	Win the Unified Tag Team titles in WWE Universe using a created Superstar (single-player).
U.S. Champ	10	15	Bronze	Using a created Superstar, win the United States Championship in WWE Universe (single-player).
Way to Contribute	10	15	Bronze	Upload at least one item of created content to each category of Community Creations.
Well Scouted	10	15	Bronze	Reverse an opponent's finishing move (single-player).
Win Or Lose, At Least You Tried	20	30	Silver	Play an online *Royal Rumble* match to its conclusion.
Worth Having To Re-Climb	10	15	Bronze	Perform a successful ladder finishing move (single-player).

[1] In an Elimination or Iron Man Match, scoring one pinfall is enough to earn this Achievement. Winning the match is also enough to earn this Achievement.
[2] Both titles need to be held simultaneously.
[3] Available only on the PlayStation 3.
[4] In an elimination or Iron Man match, even if the player earns points by performing multiple real-time pins, they will only be counted one time.

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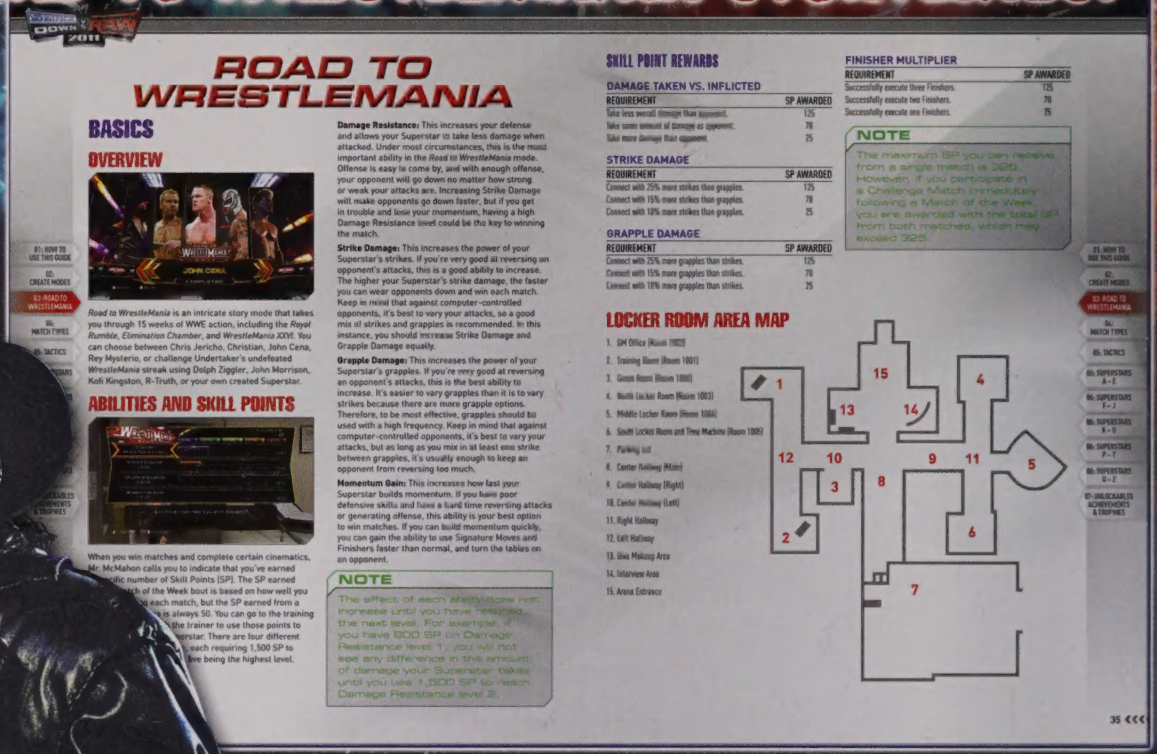

ROAD TO WRESTLEMANIA

BASICS

OVERVIEW

Road to WrestleMania is an intricate story mode that takes you through 15 weeks of WWE action, including the *Royal Rumble*, *Elimination Chamber*, and *WrestleMania XXVI*. You can choose between Chris Jericho, Christian, John Cena, Rey Mysterio, or challenge Undertaker's undefeated *WrestleMania* streak using Dolph Ziggler, John Morrison, Kofi Kingston, R-Truth, or your own created Superstar.

ABILITIES AND SKILL POINTS

When you win matches and complete certain cinematics, Mr. McMahon calls you to indicate that you've earned [illegible]ific number of Skill Points (SP). The SP earned [illegible]ch of the Week bout is based on how well you [illegible] each match, but the SP earned from a [illegible] is always 50. You can go to the training [illegible] the trainer to use those points to [illegible]perstar. There are four different [illegible], each requiring 1,500 SP to [illegible]ve being the highest level.

Damage Resistance: This increases your defense and allows your Superstar to take less damage when attacked. Under most circumstances, this is the most important ability in the *Road to WrestleMania* mode. Offense is easy to come by, and with enough offense, your opponent will go down no matter how strong or weak your attacks are. Increasing Strike Damage will make opponents go down faster, but if you get in trouble and lose your momentum, having a high Damage Resistance level could be the key to winning the match.

Strike Damage: This increases the power of your Superstar's strikes. If you're very good at reversing an opponent's attacks, this is a good ability to increase. The higher your Superstar's strike damage, the faster you can wear opponents down and win each match. Keep in mind that against computer-controlled opponents, it's best to vary your attacks, so a good mix of strikes and grapples is recommended. In this instance, you should increase Strike Damage and Grapple Damage equally.

Grapple Damage: This increases the power of your Superstar's grapples. If you're very good at reversing an opponent's attacks, this is the best ability to increase. It's easier to vary grapples than it is to vary strikes because there are more grapple options. Therefore, to be most effective, grapples should be used with a high frequency. Keep in mind that against computer-controlled opponents, it's best to vary your attacks, but as long as you mix in at least one strike between grapples, it's usually enough to keep an opponent from reversing too much.

Momentum Gain: This increases how fast your Superstar builds momentum. If you have poor defensive skills and have a hard time reversing attacks or generating offense, this ability is your best option to win matches. If you can build momentum quickly, you can gain the ability to use Signature Moves and Finishers faster than normal, and turn the tables on an opponent.

NOTE

The effect of each ability does not increase until you have reached the next level. For example, if you have 800 SP on Damage Resistance level 1, you will not see any difference in the amount of damage your Superstar takes until you use 1,500 SP to reach Damage Resistance level 2.

SKILL POINT REWARDS

DAMAGE TAKEN VS. INFLICTED

REQUIREMENT	SP AWARDED
Take less overall damage than opponent.	125
Take same amount of damage as opponent.	70
Take more damage than opponent.	25

STRIKE DAMAGE

REQUIREMENT	SP AWARDED
Connect with 25% more strikes than grapples.	125
Connect with 15% more strikes than grapples.	70
Connect with 10% more strikes than grapples.	25

GRAPPLE DAMAGE

REQUIREMENT	SP AWARDED
Connect with 25% more grapples than strikes.	125
Connect with 15% more grapples than strikes.	70
Connect with 10% more grapples than strikes.	25

FINISHER MULTIPLIER

REQUIREMENT	SP AWARDED
Successfully execute three Finishers.	125
Successfully execute two Finishers.	70
Successfully execute one Finisher.	25

NOTE

The maximum SP you can receive from a single match is 325. However, if you participate in a Challenge Match immediately following a Match of the Week, you are awarded with the total SP from both matches, which may exceed 325.

LOCKER ROOM AREA MAP

1. GM Office (Room 1002)
2. Training Room (Room 1001)
3. Green Room (Room 1000)
4. North Locker Room (Room 1003)
5. Middle Locker Room (Room 1004)
6. South Locker Room and Tree Machine (Room 1005)
7. Parking Lot
8. Center Hallway (Main)
9. Center Hallway (Right)
10. Center Hallway (Left)
11. Right Hallway
12. Left Hallway
13. Diva Makeup Area
14. Interview Area
15. Arena Entrance

35

EVERY MOVE FOR EVERY SUPERSTAR!

COMPLETE LIST OF EVERY CREATE MODE OPTION!

TIPS FOR UNLOCKING ALL ACHIEVEMENTS

W6-CKI-848

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